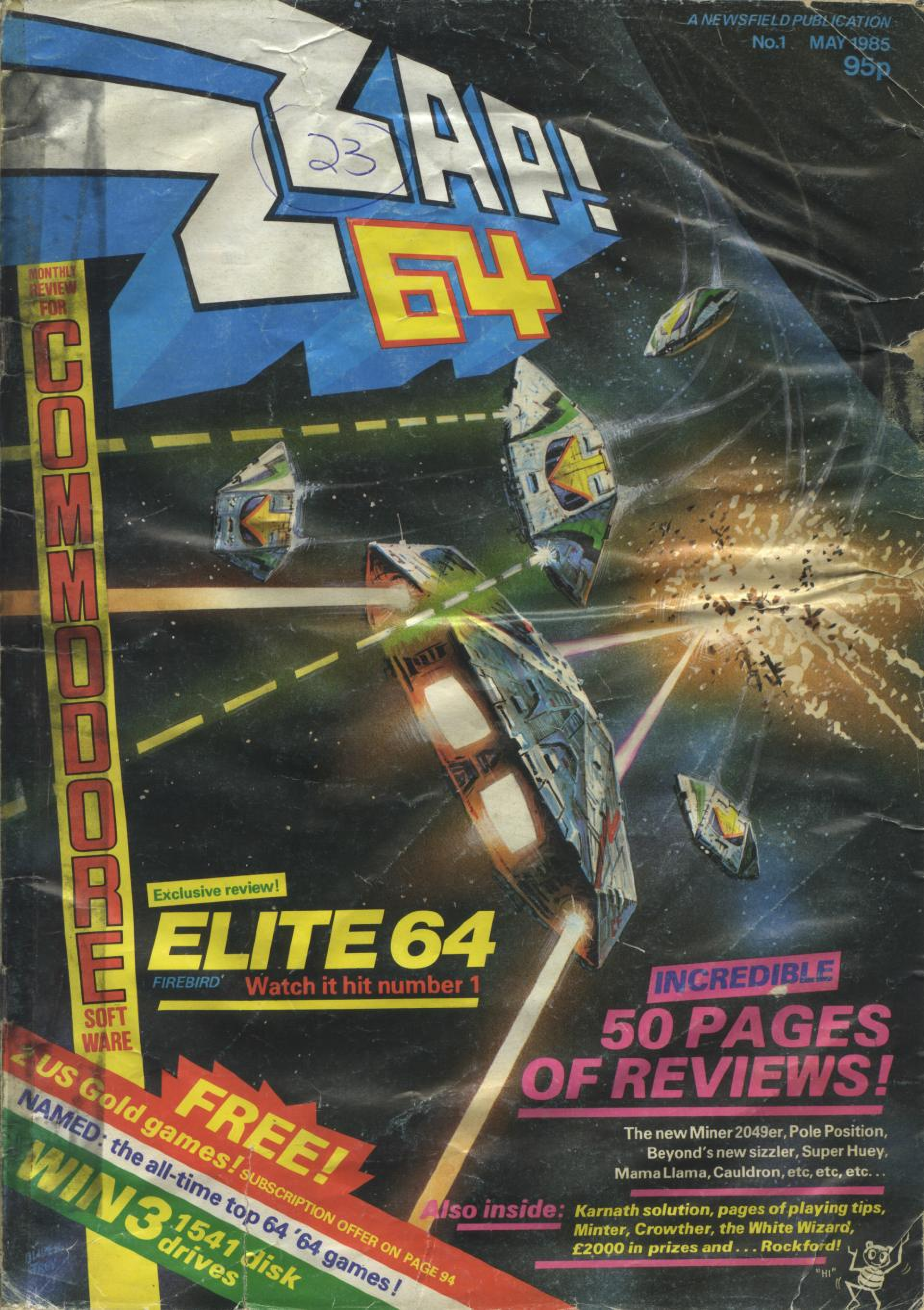
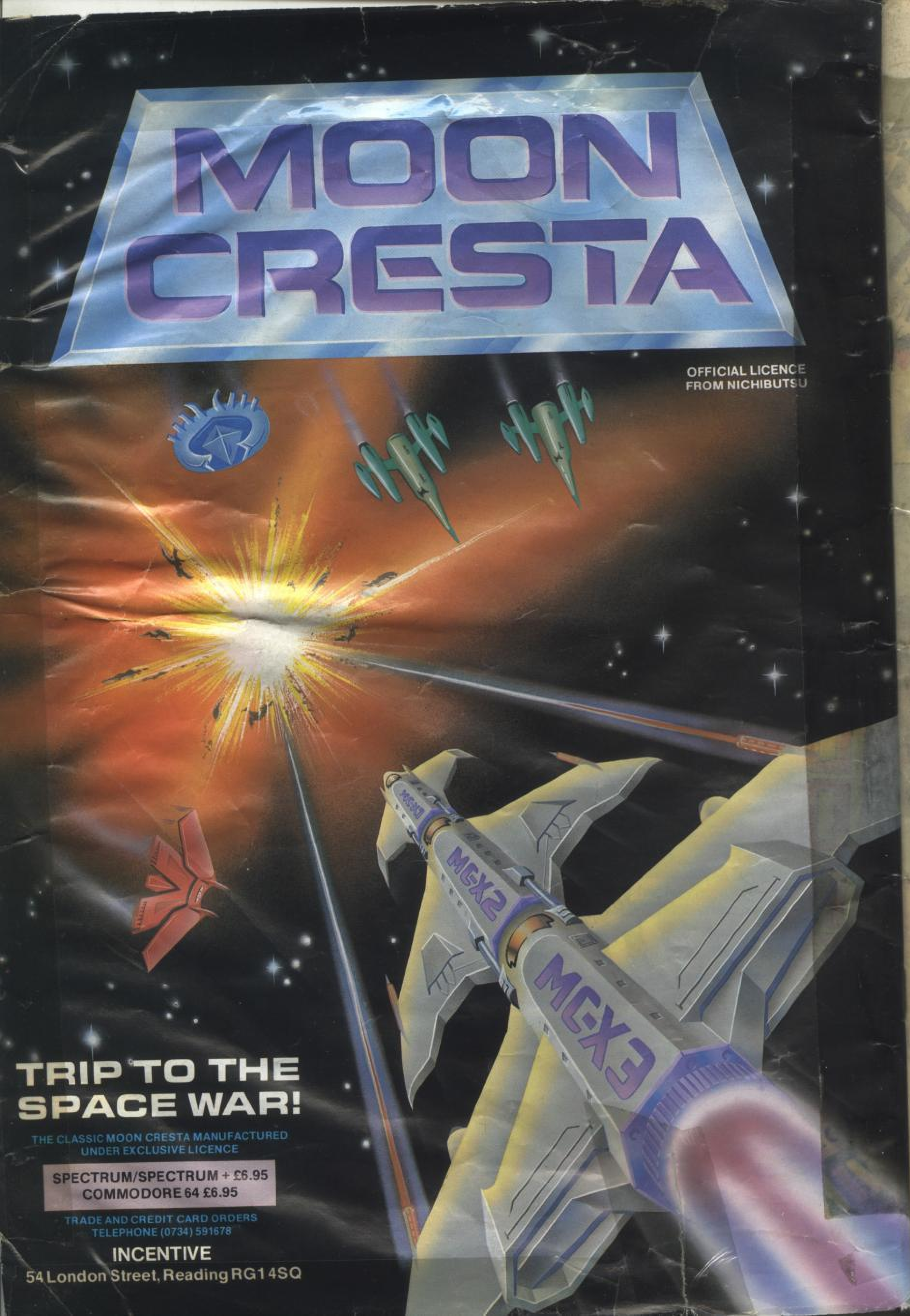


A NEWSFIELD PUBLICATION
No.1 MAY 1985
95p
ZZAP! 64
MONTHLY REVIEW FOR COMMODORE SOFT WARE
Exclusive review!
ELITE 64
FIREBIRD
Watch it hit number 1
INCREDIBLE
50 PAGES OF REVIEWS!
The new Miner 2049er, Pole Position, Beyond's new sizzler, Super Huey, Mama Llama, Cauldron, etc, etc, etc...
Also inside: Karnath solution, pages of playing tips, Minter, Crowther, the White Wizard, £2000 in prizes and ... Rockford!
"HI"
FREE! 2 US Gold games! SUBSCRIPTION OFFER ON PAGE 94
NAMED: the all-time top 64 '64 games!
WIN 3 1541 disk drives


MOON
CRESTA
OFFICIAL LICENCE
FROM NICHIBUTSU
MG-X2
MG-X3
TRIP TO THE
SPACE WAR!
THE CLASSIC MOON CRESTA MANUFACTURED
UNDER EXCLUSIVE LICENCE
SPECTRUM/SPECTRUM + £6.95
COMMODORE 64 £6.95
TRADE AND CREDIT CARD ORDERS
TELEPHONE (0734) 591678
INCENTIVE
54 London Street, Reading RG14SQ

ISSUE No.1

MAY 1985







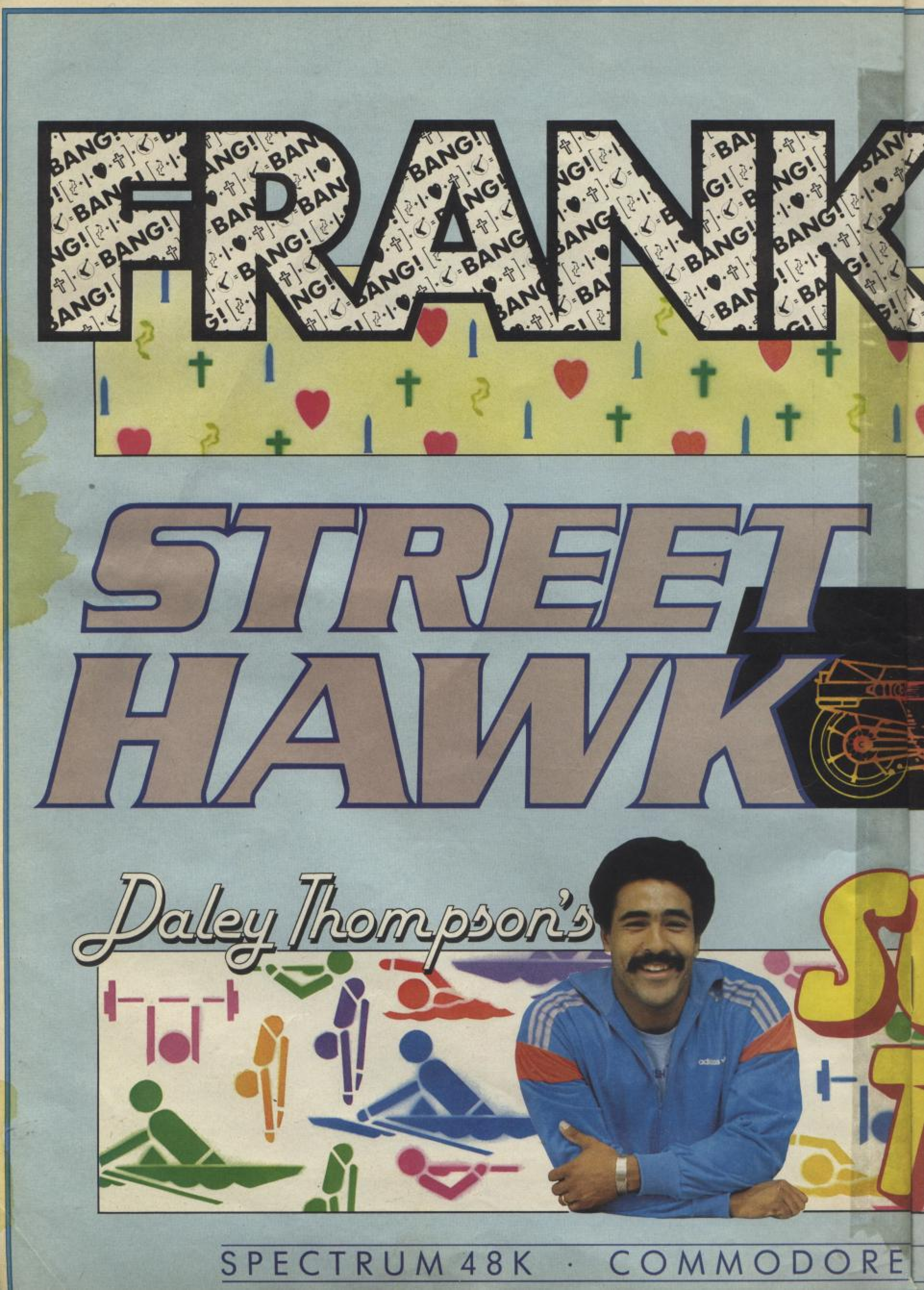


ZZAP-SECTIONS

ZZAP! No. 2 ON SALE MAY 9th !!

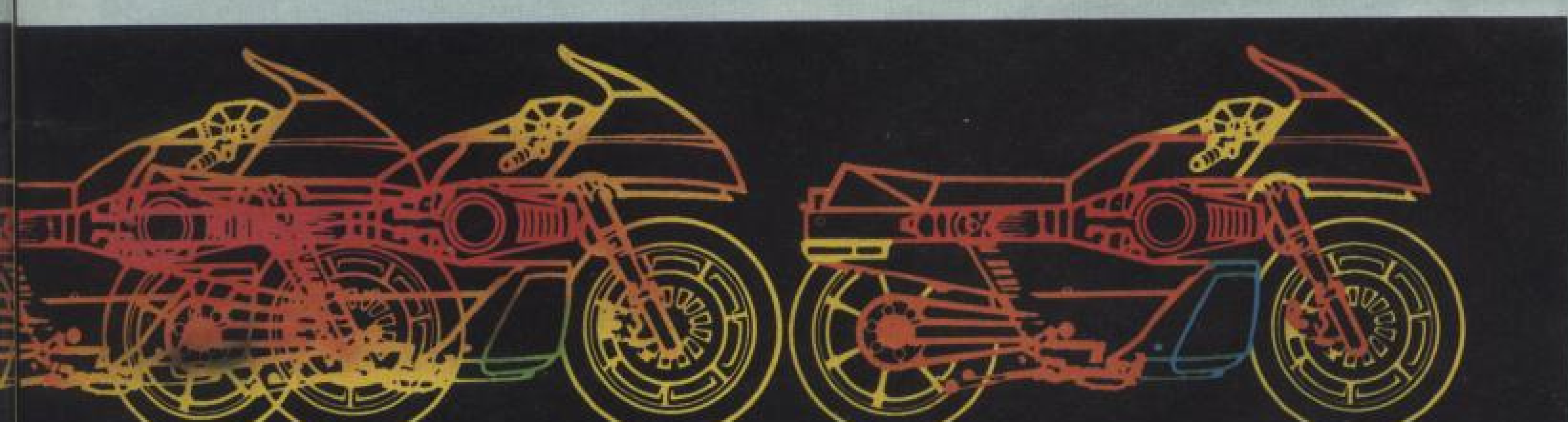
ZZAP-TESTS

G for Gold medal
S for Sizzler
T for Tacky


FRANK
BANG!
STREET
HAWK
Daley Thompson's
SPECTRUM 48K · COMMODORE



BRAND NEW BIG NAMES BIG GAMES





Exciting times ahead from the crew at...

ocean

64 · AMSTRAD · ATARI 800







Welcome to Blabgor, home of Gribbly Grobbly, one of a race of peaceful creatures who have developed their brain to such an extent that they can move around entirely by thought power alone, their intelligence – or Psi – being stored in their Psi banks which must be topped up regularly.

The hills around them are infested with more primitive creatures who are out to attack and carry off the younger Blabgorians, known as Gribblets.

In this exotic world the Gribblets lead a carefree life and can be found playing behind rocks, over the lakes and on mystical floating islands. Can you herd the threatened Gribblets to the safety of the cave? Trying to stop you is Seon, a wayward Blabgorian, who is now imprisoned in the skies behind the energy web. But for how long?

Played over 16 colourful and titled screens, each 30 times the on screen display this highly original game incorporates detailed graphics, smooth all direction multispeed scrolling, stunning sound effects and is controlled entirely by joystick for quick response. You'll see how well you're doing by Gribbly's expressions – too many frowns means that you need more practice!

Bounce out and get your copy *now!*

Only £7.95
For the Commodore 64





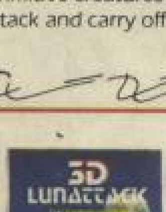
3D Lunattack

Flying your Luna Hover Fighter, try and penetrate the 3 successive Seiddab zones to destroy their command base.

Up to the minute status reports on your fighter's condition and the Seiddab defences make Lunattack the space adventure of the decade.

May the power be with you!

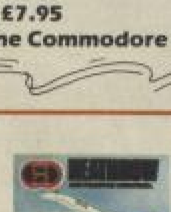
For the Commodore 64 **£7.95**



GSH

HEWSON CONSULTANTS

56B Milton Trading Estate, Milton, Abingdon, Oxon. OX14 4RX



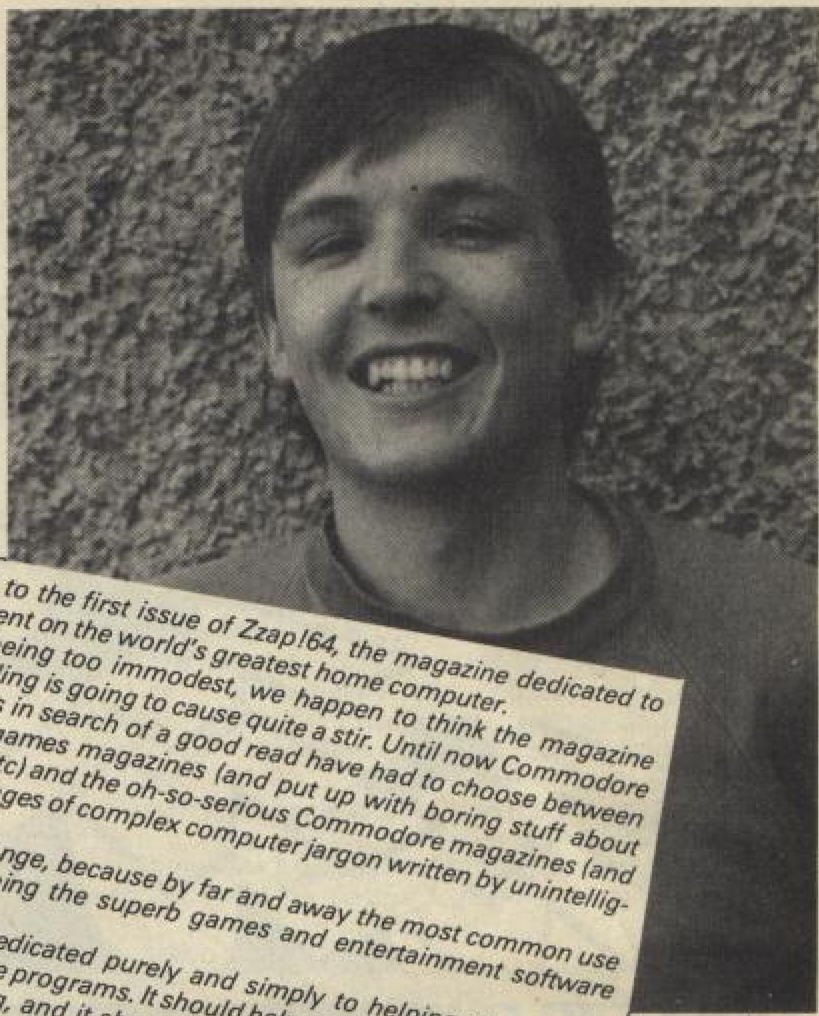
Heathrow International ATC

Use your detailed radar screen to guide incoming aircraft – including Concorde – safely down from holding stacks to the runway at Heathrow. Emergencies such as unknown aircraft intrusion and radio failure call for ice-cool concentration.

For the Commodore 64 **£7.95**

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.

ZZAP!-ED



WELCOME to the first issue of Zzap!64, the magazine dedicated to entertainment on the world's greatest home computer.

Without being too immodest, we happen to think the magazine you are holding is going to cause quite a stir. Until now Commodore 64 fun-lovers in search of a good read have had to choose between the general games magazines (and put up with boring stuff about Spectrums, etc) and the oh-so-serious Commodore magazines (and put up with pages of complex computer jargon written by unintelligible boffins).

Which is strange, because by far and away the most common use of a 64 is running the superb games and entertainment software available for it.

Zzap! 64 is dedicated purely and simply to helping you get the most out of these programs. It should help you decide which of them are worth buying, and it should help you get more pleasure out of those you already own. It's a mag which we hope every 64 owner can understand, get to know and come to love.

We've had an amazing time putting this first issue together. Hope you have an amazing time reading it.

See you next month.

Happy zzapping

Chris Anderson

What you WILL find in Zzap!

- Page after page of ultra-detailed, up to the minute reviews by our expert game-playing team on just about every new 64 game.
- A unique ratings and comment system designed to make crystal clear the games' strong and weak points.
- Detailed playing tips, maps and cheat methods on dozens of different games to allow you more enjoyment of the titles you already own.
- A large section dedicated to 64 adventuring.
- The most exhaustive and up to date news and gossip on the game-playing scene.
- A comprehensive list of national high scores on 64 games plus regular playoffs against the record holders.
- Special features on the 64 games-scene's key people, products and issues.
- A regular column by the amazing Jeff Minter.
- Stacks of competitions with great prizes.

What you WON'T find in Zzap!

- Type-in program listings. (What's the point of spending hours typing in a crummy program which probably won't ever run?)
- Articles on interrupts, interfaces, operating systems, registers or program stacks. (We don't really know what they are. We don't really WANT to know what they are.)
- Half-baked reviews by clever-dick journalists who care more about trying to be funny than game-playing. (We're games fanatics.)
- Anything to do with business software. (It's a HOME computer.)

How Zzap was born

Like most living things, Zzap! 64 has parents. Its Ma and Pa are the magazines Crash and Personal Computer Games. Er, respectively.

It was Ma who started it off. Crash had had an incredible impact on the Spectrum games industry during 1984 and sold every month like hot cakes. So it was natural that the guys behind it would want to try to do the same for the 64.

Late in the year they printed an enticing ad: Editor wanted. It was spotted by PCG's editor, who adored working on PCG, except it meant commuting to London. From Somerset.

The people at Crash were amused to receive his application, since it was he who had started a slanging match with Crash at the start of the year with an unfortunate gossip item in PCG.

Money bags
Roger Kean, Franco Frey

Slavedriver
Chris Anderson

Tape collector
Bob Wade

Joystick junkies
Gary Penn, Julian Rignall

Typing queen
Lucy Anderson

White wizard contacter
Steve Cooke

Art supremo
Oliver Frey

Layout loonies
David Western, Gordon Druce

Gentle persuader
John Edwards

Fe-Mail order
Carol Kinsey

Subscriber's friend
Denise Roberts

Writing palace (reviews, news, comps, etc)
Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX (Tel 0935-78511)

Home base (advertising, subscriptions, mail order, etc)
Newsfield Ltd, 1-2 King Street, Ludlow, Shropshire, SY8 1AQ. (Tel 0584-5851)

- Colour magic brewed at Scan Studios, Wallace Road, London N1.
- Transfer to paper achieved by Redwood Web Offset, Yeoman Way, Trowbridge, Wiltshire BA14 0QL.
- Distribution throughout known universe by COMAG, Tavistock Road, West Drayton, Middlesex UB7 7QE.

Circulation Manager
Tom Hamilton
All circulation enquiries should ring **021-742 5359**

For the record the company who publish us each month are Newsfield Ltd (see Home base address above).
Pretty cool they are, too.

Cover by OLIVER FREY



"ZZAP-AH-DE-DO-DA!-ZZAP'S HERE TODAY..."

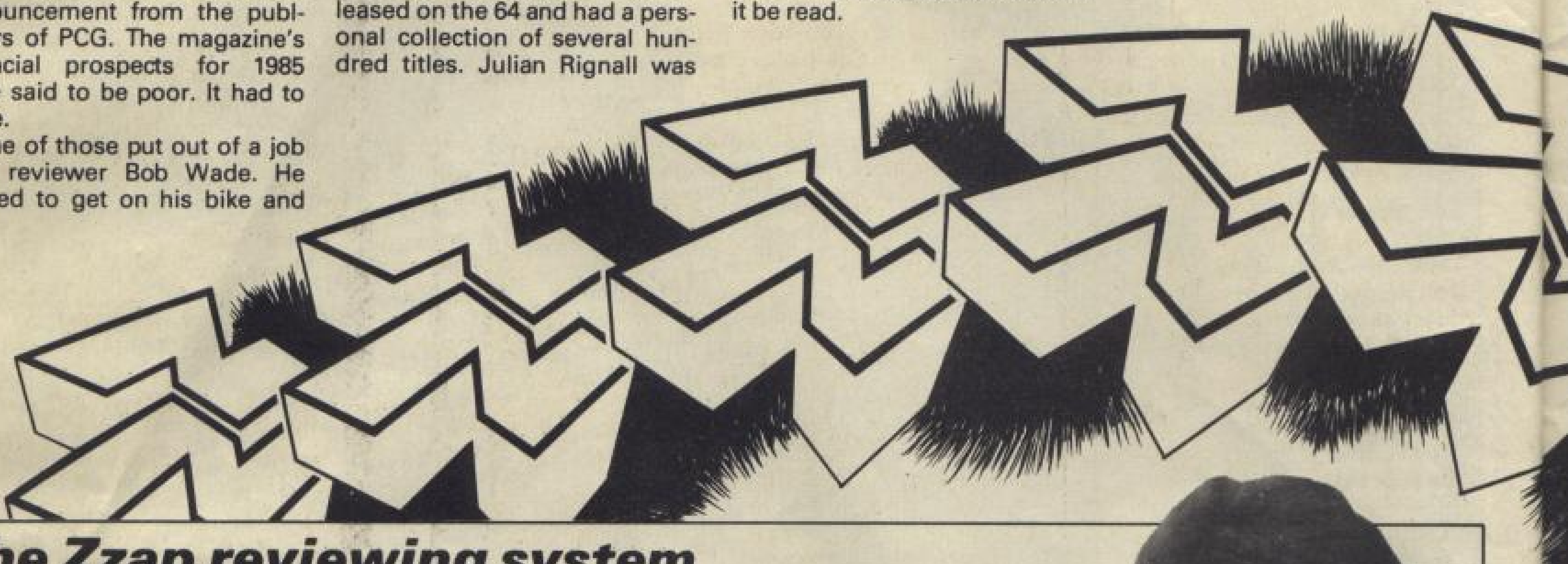
As a punishment they ordered him to start work immediately on the new magazine. Thus it was that a draughty, tumbledown, upstairs hideaway in an anonymous Somerset town became the new editorial office of Zzap! 64.

Finding staff to fill it was made easier by a sad, out-of-the-blue announcement from the publishers of PCG. The magazine's financial prospects for 1985 were said to be poor. It had to close.

One of those put out of a job was reviewer Bob Wade. He agreed to get on his bike and move West, becoming the Zzap software editor. PCG's White Wizard also agreed to divert his outpourings on the adventure scene into the new channel.

The other two main writers on Zzap were selected for their game-playing experience and expertise. Gary Penn had played just about every game ever released on the 64 and had a personal collection of several hundred titles. Julian Rignall was the Computer and Video Games arcade champion of 1983, and the nation's top scorer on Defender. Both were among the five finalists in the PCG competition to find Britain's meanest player.

The team was assembled, the games played, the words written, the issue produced. Now let it be read.



The Zzap reviewing system

It won't take you long to notice that a large part of Zzap is taken up with reviews of new 64 games. Game reviews are hopeless unless they really do provide a RELIABLE guide to buying games. We've therefore put considerable effort into planning what we believe is the best reviewing system anywhere.

Here are the key points:

1. Every game is played by THREE people. This is really the only way of avoiding inaccurate reviews caused by a single person's quirky tastes.

2. Every game is played EXTENSIVELY. The Zzap reviewers are games fanatics who don't know the meaning of the term 'office hours'. Indeed, on a couple of occasions police officers have called at the office to see why the lights were on after midnight! We just say: 'Sorry officer, but to review this game fairly we just have to reach the final screen.'

3. The SAME three reviewers play every game. The advantage of this is that comparisons between the games can be fairly and consistently made.

4. Enormous care is taken over the RATINGS. All three reviewers give their own ratings, and then we argue. A lot. The final ratings aren't a strict average of the three initial ratings, more a sort of compromise reached at the end of the argument. Obviously plenty of people will still disagree with our ratings, but at least we're ready with a detailed defense!

5. Our OPINIONS on the game are stated clearly. Some magazines are forced to devote what little space they have for reviews to simply describing a game. We think you also want a clear opinion on it. That's why on each review you'll find comments printed in speech bubbles linked to each reviewer. In some cases our reviewers disagree, and this will be reflected in the printed comments. Where there's more than one opinion on a game, you should know about it!

6. We try to make most possible use of SCREEN PICTURES, not just to show you the game's graphics, but also to explain what's on screen. That's why you'll find detailed captions on many screen shots.

But finally, it must be stressed again that nothing can remove the element of personal taste from the appreciation of a game. No matter how much care we take, it's still possible you won't agree. It's just less likely.



-ED

The Zzap ratings

Ratings are probably the most studied part of a review. We've adopted what may at first seem a strange system, but we think you'll get to like it.

Firstly, like our sister magazine Crash, all ratings are marked as percentages. The advantage of this is one of extra flexibility and precision. There is a real difference between a rating of 86% and 94% - if we were marking out of 10, both would have to be rounded to 9. Certainly it would be impossible to resolve some of our arguments over ratings if we didn't have individual percentage points to play around with.

As to the ratings themselves, we've settle on seven different labels which we think cover all of a game's good and bad points.

PRESENTATION. This is the woolliest. Basically it covers all aspects of a program other than the actual game itself. For example:

- the way the game is packaged. Does it impress you right from when you first pick it up?
- the quality of the printed instructions. Some games offer a superbly-printed booklet packed with all you need to know. Others leave you in the dark, or even worse, mislead you.
- the way the game loads. Is it fast and reliable? Is there a good loading screen?
- the way the program is presented on screen. This is the most important factor. Is there an appealing introductory sequence? Is the player offered enough playing options? Is there a two-player game? A high score feature? Are there any annoying enforced delays between games? Is the overall FEEL of the program slick or shoddy?

GRAPHICS. Fairly straightforward. How impressive are the pictures on screen? Are they large? Colourful? Detailed? Original? Is the animation good. Is movement smooth? How much variety is there to the graphics? Note: only some of these points can be judged by looking at a screen photograph.

SOUND. Again, straightforward. Is the sound impressive, exciting, effective, varied? Or is it simple, uninteresting, annoying, repetitive? Is there good multi-channel music? Is there effective speech?

ORIGINALITY. Controversial, this one, since a game can be very good without being original. Indeed there are some games where originality is very hard to award, in particular where you have a conversion from the arcades or another micro by the company licensed to make the conversion.

However we think it is still a crucial rating, because there are many games whose originality is what makes them (or vice versa).

We shall use the term to mean this: how similar is this game to titles already available on the 64? In other words a company which makes a brilliantly original game on another computer and then converts it to the 64 some months later, will still get a high originality rating for the game.

Bear in mind also that what makes a game original is not so much an original scenario, but an original approach to gameplay itself.

HOOKABILITY. This word has been invented by us because we couldn't find another one which said what we wanted to convey. It's kind of a cross between 'playability', 'addictiveness', and 'game-feel'. When awarding it we ask:

- How difficult is the game to get into?
- How strongly does it grab you?
- How good does the control feel?
- Is the action fun, attractive, compulsive?
- How much do you want to keep playing?

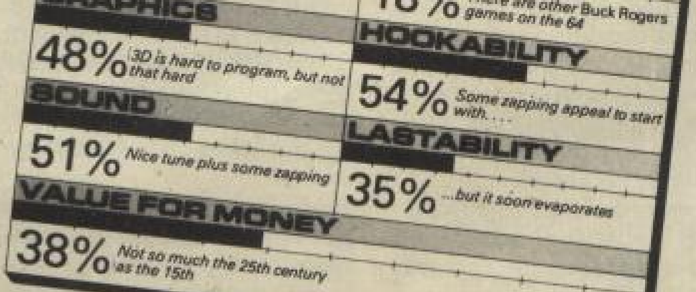
Clearly this is a key rating. A low Hookability rating means either that the game isn't addictive, or that it just takes ages to get into.

LASTABILITY. Another key rating. This one measures the *depth* of a game. How many screens are there? How many playing levels? How much long-term challenge? Will you still be playing it a month after buying it?

Clearly the rating also has to take into account the Hookability rating. Here are some examples.

- A game with a thousand screens but which is completely unaddictive scores low on both hookability and lastability. (If it's not addictive you won't keep playing it.)
- A game which is difficult to get into, but has plenty of depth and interest once you're into it could score low on Hookability and high on Lastability.
- A game which is incredibly compulsive but only has two screens to solve could score high on Hookability and low on Lastability.

VALUE FOR MONEY. This rating takes into account all the other ratings and also the price of the game. It is not just an average since some ratings are more important than others. It represents our overall conclusion on how good a buy a particular game is.



ANGRY SPOT

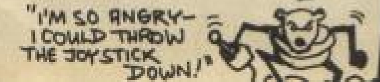
Wanna know what drives me WILD? It's ignorant, pompous business commentators shooting their mouths off on national TV, saying the home computer boom is OVER.

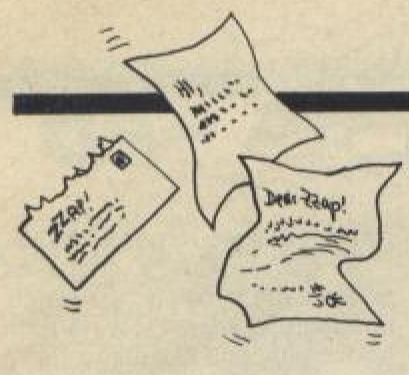
I ask you. These aging DIMWITS, who could probably handle a white stick better than a joystick, notice that Acorn have run into trouble and promptly conclude that the entire industry has had it.

As if the reason for Acorn's troubles wasn't obvious enough. I mean LOOK at the BBC micro. A fussy, la-di-da machine being sold at a RIDICULOUSLY high price and with only two or three decent games to run on it.

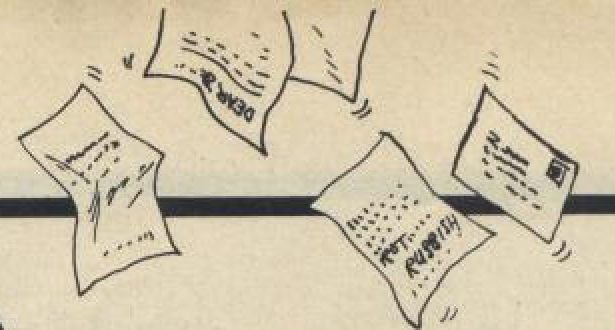
If any of these feather-brained GLOOM-mongers cares to pay a visit to Zzap! 64 and see some of the INCREDIBLE software being released these days on our VASTLY superior machine, perhaps they'd think twice before saying home computers have nothing more to offer.

Mind you, if I could get my hands on these MORONS, these BABOONS, I'd hardly be able to resist (





ZZAP! RRAP



Slag off the dross!

I note with some sadness the demise of Personal Computer Games. I am pleased however that you and some of your colleagues from PCG have moved on to continue in another publication.

I hope that the title of the new venture, obviously aimed to catch the 'kiddy market', is not an indication that you will be trivialising the editorial standards which were clearly evident at PCG to the levels perpetrated by some of your competitors.

I'm sure you are aware of the publications I mean (who I will not slander in print) and, as far as I recall, there was a professed dislike for some in the pages of PCG, at one time or another.

I also hope that you will be carrying forward some of the format of PCG, particularly the well-presented and extremely readable reviews section. I would also ask that if you are going to award points to a game in a review, say in a range 0-10, that you indulge in actually using the full range of marks rather than restricting yourself to just the upper 5-10 region. If you're going to give a real indication of quality in software to your readership, you'll have to be tough on the dross.

I look forward to an extended tips section, which is always illuminating reading to those of us who haven't completed *Manic Miner* yet, and I hope you may be able to include articles from behind-the-scenes at the top software houses.

Good luck, and I'm awaiting with anticipation your first edition.

J A Fagandini, Dulwich, London

Now get this, Mr Fagandini, Zzap is NOT kiddy. NONE of the Zzap team is under 10 years old. And cuddly teddy bears are BANNED from the office. Kiddy indeed!

But yes I agree about some magazines using only a tiny range of their possible ratings. Pathetic, innit? We're trying hard to avoid that. And our playing tips section is likely to get even fatter in future.

The zzingiest letters page in town!

OK, so how come a magazine can have a letters page in its first issue? The letters have all got to be made up, right? Wrong. These are all genuine letters from people who got to hear about Zzap before it was published.

Most of them, it must be said, are from former readers of Personal Computer Games, so please forgive the occasional reference to that magazine. It won't happen again.

Now listen, everyone, it's your editor speaking. I want to see this section of the magazine doubled or trebled in future issues. It can be done - provided you write to me. About anything to do with the mag, computer games, your pet guinea pig, anything.

I'll reply to as many as possible in these pages. And if I'm particularly impressed, amused, or nauseated by your letter, I'll even send you a game or two from the Zzap lucky dip as reward. Wow!

Wing your words to: Chris Anderson, Zzap Rap, Zzap! 64, 1 Church Terrace, Yeovil, Somerset, BA20 1HX.

No more Spectrum nausea

I am writing to tell you how pleased I am that you have decided to do a magazine especially for C64 gamesters.

I don't care that PCG is dead although PCG was the best games mag for the 64 at the time. There weren't enough reviews for the 64, but this mag should put Crash collectors to shame.

I have, up until now, envied Spectrum magazines and especially Crash, for their games reviews, but now 64 owners need never be driven sick about Speccie magazines again.

The ultimate in computer games mags.... Long live Zzap! 64.

PS. Can you please tell me whether Elite is going to be converted to the Commodore 64?

Gavin Sparky, Reading, Berks

Hang on, Gavin, you haven't even SEEN the mag yet. As for Elite, *what can I say?*

Giz a job

I'm afraid that at the moment I am not a 64 owner (to be really honest I've never owned or even seen a 64 outside of the local shop!) But getting to the point now I'm sure Zzap! 64 will be the most exciting 64 mag for thousands and thousands of years (how's that for hype?), but exciting mags as you well know are difficult to produce; ergo I offer my services as a 64 games reviewer to you in a munificent gesture of unadulterated altruism for the sole reason that your burden may be eased.

My credentials for this thankless yet satisfying occupation are of the highest order; an avid interest in software, a humorous yet pertinent writing style, a Bic ballpoint, cuddly toy and most importantly Crash reviewer status! (See Issue 4 page 56)

The only hurdle is the afore mentioned lack of a 64. But I'm sure you wouldn't let that stand in the way of a great career in computer journalism- (what do you mean you would!?!) you could charge the cost to depreciation or admin.

If however you want to commit the literary equivalent of Decca rejecting the Beatles, I will settle for letter of the month and any prize that entails.

J Singh, Hadley, Telford, Shrops

Sorry, J, I think I want to commit the literary equivalent of Decca rejecting the Beatles.

In fact I've already had piles of people wanting to help out with reviews. But as you'll see from the review pages, the Zzap system requires doing all the reviewing here at the office by my team of three joystick demons. Until one of them snuffs it (hint hint) I'm afraid there's nothing doing.

Playing tips are another matter....

Calling Minter freaks

Hi!

I'm writing to you to ask if there are any like minded entities out there who are fans of Jeff Minter, who want to exchange hints, tips, or just say what they think about his latest game, would they please write to me.

Yours hairily

Mark Pearson, 2 Eynon Mews, Christchurch Road, Ringwood, Hants

PS. Hope the mag's a roaring success!!!

Shouldn't that have been a Rorying success?

Stumped by Kong

Dear Editor,

I was delighted with the news that there was going to be a magazine dedicated entirely to Commodore software, so I thought I would put pen to paper and ask for any playing tips on *Kong Strikes Back*, especially on sheet four, with the merry go round.

I'm glad someone has seen sense to start a magazine like this. It was sad to hear that I won't be able to get PCG any more, but Zzap! 64 has a lot more to offer, I hear. I hope this is true.

Could you review *Stellar 7*? I have heard it is a good game, but I want a professional's verdict before I draw the readies out of the bank and pop down to the local computer shop which is a mere eight miles away. I wish the magazine well.

Robert Tapp, Newhaven, E Sussex

I hate to say this, Robert, but none of us here is all that keen on Kong Strikes Back. *So we haven't played it enough to help you. However as soon as someone sends us the definitive tips, preferably not copied out of that other mag, we'll print 'em.*

Stellar 7 *is certainly good - and if you turn to the subscription offer in this issue, you may find you can get hold of it with fewer readies than you thought.*





NEW MAG SHOCK HORROR PROBE

Please find enclosed the transcript of a news article taken from Channel 64 News (actually, I made it up, but I won't say anything if you don't). It might be of interest to your waste paper bin or even the shredder, who knows.

Anyway, I just wanted to wish you and the very best for the future. May all your pages be full ones and long may the ink flow from the pens (or printers) of your distinguished writers, columnists etc.

I look forward to reading the first issue!

PS. Can't wait to read Jeff Minter's articles. As an avid (camel flealess) player of his games, I'm sure they will make interesting reading. Hope the adventure section is Ginormous (pretty please??).

Ian Robertson, Sunbury, Middlesex

TRANSCRIPT FROM 9 O'CLOCK CHANNEL 64 NEWS

(cue: street noises!! Action.)

'Today the nation mourns. . . . People of all ages wear forlorn looks, black armbands rest in empty spaces on magazine racks and a hush falls over the cash register.

'Grown men cry (and boys, embarrassed, turn away), wives and mothers look on in ignorance, as to why all is still.

'The answer is simple, yet tragic . . . Personal Computer Games has died, a victim of finance and the dreaded Lackus Advertizus.

'Behind me, and no doubt all over the country, people wait for a sign of hope, some indication that their beloved PCG has not perished in vain. One grief stricken reader has embalmed the last issue, encased it in plastic . . . a memorial for all to see (well, for him, his Mum, cat and budgie anyway)

'But wait, *(camera zooms in on the crowd)* there is a murmur from the crowd, I can't quite make it out.

'Unbelievable! A shout of joy has erupted from the mass of Commodore 64 owners . . . a magazine just for them???

'Tears of sorrow change to scenes of jubilation, this is indeed a sight to behold. Never before have I witnessed such joy. It must be a first.

(cue:-titles and closing credits)

'This is Ian Robertson, for Channel 64 News, outside Bloggs papershop.'

I think that's the silliest, corniest, craziest piece of schmaltz I've ever read. In fact it's so bad, I've just got to send you a free game and beg you: please, Ian, never again!



Question time

Dear Zzap 64,

It's great to see a mag for us 64 gamers at last. I'm sure it'll be great. I've got a few questions I hope you can answer.

1. Is the Datasoft *Pole Position* the Atarisoft version under another label?
2. Is there likely to be a *Crystal Castles* out by anyone?
3. Which is the best trackball to buy?
4. Are there any, or likely to be any, alternative, fast and/or cheaper disk drives out. 1541s are old and slow.

Finally a tip for anyone wanting to put all other micro owners in a state of shock. Let them play *Aztec Challenge*. The music on this game is unbelievable! In fact when Spectrum owners hear this game they sulk for weeks!

Carl Lyons, Huddersfield

1. Yes. 2. Not yet. 3. The Wico. 4. Yes, Atari say they're bringing out a 64 compatible drive at a much lower price later in the year. And you never know, Commodore might have a few plans of their own!

The speed problem isn't caused by the 1541, it's down to the internal design of the 64 itself. However, the next few months may well see the introduction of 'turbo-loading' disks, just as we already have turbo cassettes. The cheapest way to get hold of a 1541 is to enter the competition in this issue.

Zzapiest mother in the west

Dear Chris,

Sad though I am to see the demise of PCG, I am looking forward to seeing the first copy of Zzap! 64.

I have tried other 64 mags, but find most rather boring. As a mother with a full time job, a Guide company and various leisure pursuits, my computer provides much needed relaxation (?) and entertainment.

I use it purely for games playing, (adventures mostly), as I don't have time, at present, to learn programming. Between Guides, an 'A' level Maths course and guitar lessons, there's not a lot of time left.

I have a very limited amount of money for software, so find reviews not only interesting, but essential, if I am not to waste my hard earned cash.

Question for the White Wizard. Any clues for *The Pettigrew Chronicles*? I bought it without seeing any reviews, (that'll teach me), and though rather disappointed, will finish it some day. Clues on first cassette please, that's as far as we've got.

Liz Tomlinson, Havant, Hants

Great to hear from such an enlightened lady. Maybe you should pop over to Petersfield and have a gentle word in the ear of Bruce Raven's Mum (below)..?.

Mummy! What did you do?

When I read in a letter from Jeff Minter that PCG had crashed, I went through a great deal of agony. Even the feline intergalactic king by my side gave a cry in vain. So you can imagine how pleased I was when I found out about Zzap.

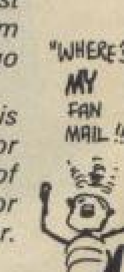
I have a few ideas for things in Zzap, such as a 'Mother truble' section. Also I would like to put forward the first high score for the mag. This is a score of 96,200 on Activision's *Ghostbusters*. Just for proof, my account number is *(censored)*.

Anyway, I hope the mag goes O.K.,

Bruce Raven, Petersfield, Hants

Don't tell me - you were just about to hit 100,000 when Mum pulled the plug and made you go to bed. Alas, a common tale.

The Mother truble idea is great - we'll do it. A free tape for the most touching tale of maternal persecution. Ditto for the best letter from a mother.



64 WORLD'S GREATEST GAMES MACHINE!

Some people say the keyboard is tacky. Some people can't stand the Basic. Some people find the colour of the plastic makes them ill. Some people are just plain jealous. But what do key people in the micro industry say? Is the 64 really the world's greatest games machine? And does it have a future? Chris Anderson asked the questions.

FACT: The 64 is the world's best selling computer.

FACT: There are 64s in more than half a million British homes.

FACT: More games are being written for the 64 than for any other micro.

DAVID TOMKINS
Commodore retail products manager

'Commodore is 100 per cent committed to the 64 and will remain so for a long time into the future. It's a first class machine, and offers first class value for money. The vast majority of people who buy it use it to run pre-programmed software - and no one can beat the vast range available for it either in terms of quantity or quality.

The version of Basic on the machine has been widely criticised, but it has a few supporters as well. The Poke commands you need to use graphics and sound are more closely allied to machine code, which means that you inevitably learn a lot more about the machine itself than you would with other Basics.

Of course if people want to learn an easier version of Basic, they can always buy our Simon's Basic program. We couldn't change the machine's Basic at this stage because it would make the existing software incompatible.

It's interesting to compare the 64's success with that of the Atari machines - they haven't sold nearly as well despite having a very similar technical specification. It's partly to do with the Commodore name. Following the success of the Vic 20 we had an extremely high reputation in the home computer market. This immediately gave the '64 massive software support which the Atari never had.

This is going to continue. The new Commodore 128 is compatible with the 64. And with more than half a million 64 owners in Britain alone I don't think software houses are going to suddenly stop writing games for it.

Price cuts on the 64? No, there aren't going to be any in the forseeable future. It's selling very well as it is.'



TIM CHANEY
US Gold marketing manager

'The 64 is still the best machine to play games on. Here we have the task of converting 64 games onto the Spectrum, and believe me it's like drinking champagne and then drinking house wine afterwards. The 64's capabilities are far superior - in sound, handling of colour, scrolling, everything.

I don't expect any immediate cut in the price of the '64. Commodore aren't panicking. They're not responding to the price moves around them. They're bigger than all their competitors. They should lead not follow.

The company's management is still very strong despite the departure of Jack Tramiel (*Commodore's former managing director*) to Atari. His philosophy is 'business is war' and Commodore still believe it. They're a very tough company to do business with.'





IAN STEWART
Gremlin Graphics director

'In terms of its hardware the 64 is clearly superior to the Spectrum, but I think the Atari machines have the edge on the Commodore. The problem for Atari in the UK is that it didn't get the support of software houses.

On the 64 there've been some very exciting pieces of software and I think there's more to come. The machine has already been stretched to its limits, but I don't think the imagination of the software writers has been.

So as far as we're concerned the machine does have a good life expectancy, and we shall be supporting it with games, but only those which come up to the standard set by the American software now being released.

So far the Americans have been coming up with much more original games ; we have to compete with that.



ZZAP! ONE off

64

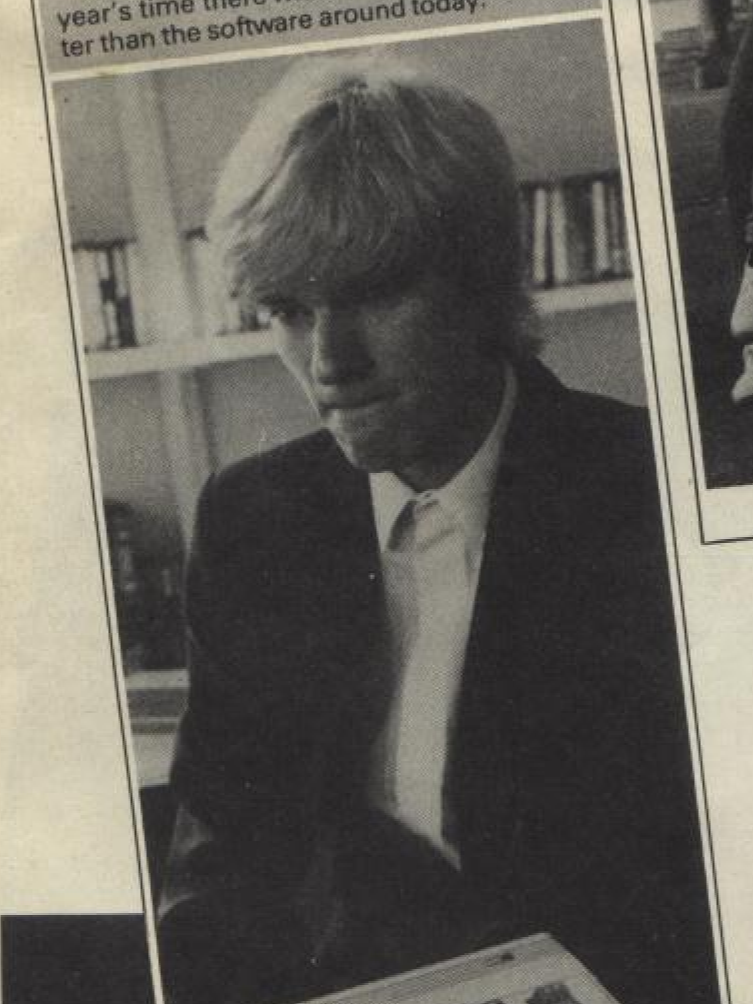
TONY CROWTHER
64 graphics king

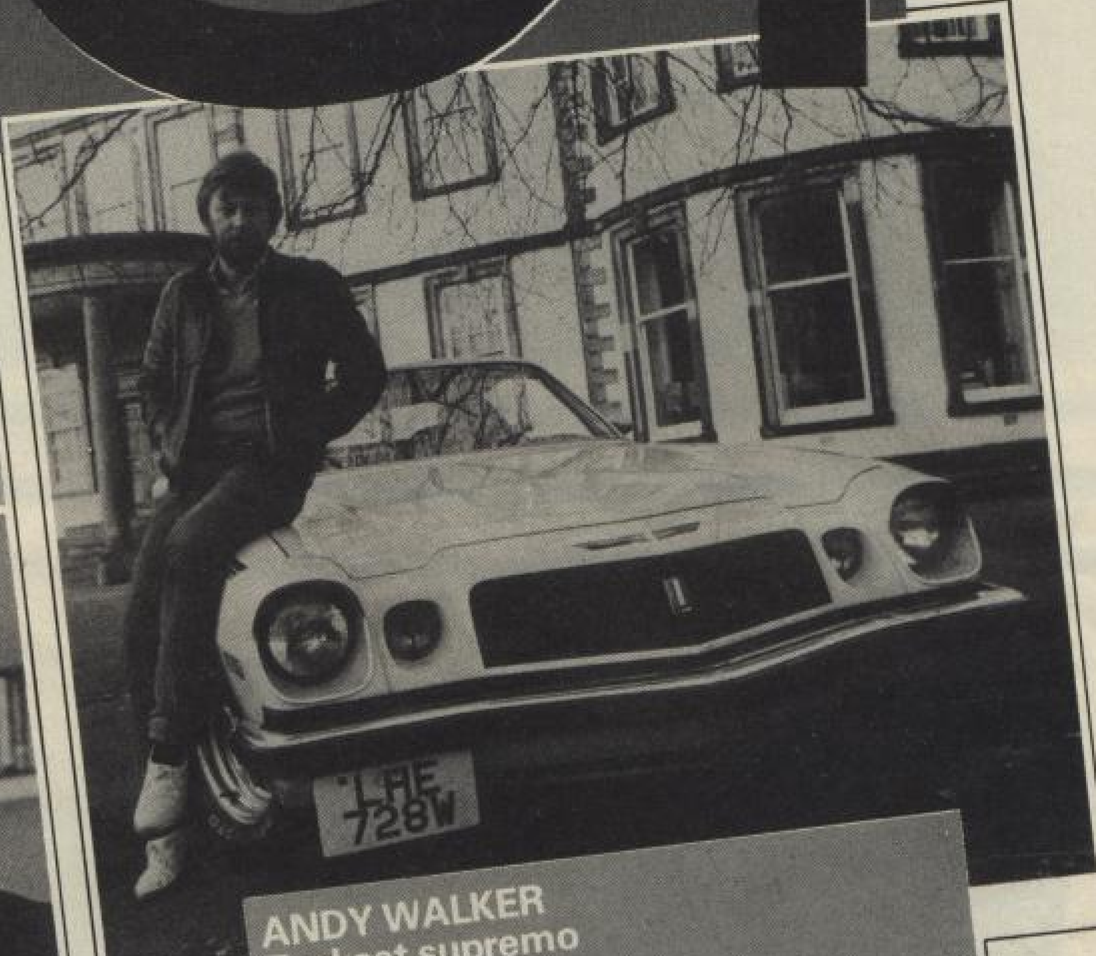
'Obviously it's a good machine, but I don't think it's as good as the Atari - I could never understand why the Atari died, it's the weirdest thing. I'll be looking at the new Atari when it comes out.

The 64 is still not being stretched to its full - no one's approached its full capacity, me included. I've never been close yet. It's like the Spectrum - everyone says, you'll never beat this game, it's the best game ever. But next week you get one that's even better, that's rattled it even more. You can't really get to the end of a machine.

I don't know that the 64's memory imposes too much of a limit. My games use up all the memory available - they're about 54K long. But there again, that's because I use up any remaining space with extra routines. Like on *Gryphon* the test card routine at the start uses up 10K - I only put it in because the memory space was there.

The software has a long way to go. In a year's time there will be stuff that's far better than the software around today.'





ANDY WALKER
Taskset supremo

'There's still no doubt in my mind that the 64's hardware is still the best home computer hardware for games that exists. It's the fact that they bothered with two special chips - the SID chip and the VIC chip (*handling sound and graphics respectively*).

When you look at the screen capabilities, there's nothing to touch it. Take the screen speed of the Amstrad compared with the 64 - there's no comparison. And on the Atari there are only four meaningful sprites, compared with eight on the 64. As for the Spectrum, what can I say?

Once the hardware people get their job right, the software just follows - it makes it so easy.

I think the release of the Commodore 128 will add to the strength of the 64 - provided Commodore get their prices right. They can't keep the 64 on £229 as it's supposed to be at the moment.

The 64 has such a big user base now it's just not going to go away. Certainly in a year's time there will still be stacks of software being released. In two years' time - well, that's a lifetime in this industry - but my feeling is it'll still be a strong machine then.

My feeling is that those 64s which are out there are actually being used - I mean, I know quite a few people with Spectrums who only use them once in a blue moon. Whereas those with 64s do use them a lot.

The fact is, the 64 is the world's most written for machine - there's a staggering number of titles available for it. What this means is that the user wins, because standards have to be so high.



I broke into a sweat as *Elite* loaded into the 64. Would it live up to expectations? Could I survive in the murderous space lanes? As I settled down in my executive class comfy swivel chair I knew I was about to experience the game of a lifetime.

Elite is already a classic game on the BBC but its arrival on the 64 is a much more important event. Despite problems of conversion, the game has been improved and is still the same brilliant mixture of 3D space laser combat and trading.

At its most basic the game is a challenge to trade in certain basic goods so as to make enough money to buy sophisticated weaponry. Once you've got that armament you can take on the universe in ship to ship combat so as to improve your rating from Harmless to the much sought after Elite.

You begin your quest on the planet Lave in your Cobra Mk III spacecraft. You have one hundred credits with which to buy fuel and a cargo, but that won't buy much (you need to build up your finances very carefully on your early trips). Once your cargo is complete you're ready to find yourself a suitable destination and get into space where you can get familiarised with your ship and practise flying.

If you cut to the galactic chart screen you'll find yourself in the bottom left of galaxy one. There are eight galaxies in all and 250 planets in each one, so running out of planets is pretty hard to do. You can look at your position more closely on the local chart screen which shows the planets within about seven light years. This is the maximum range of your ship so many journeys will be needed to cross a galaxy.

You can obtain data on any of the planets indicated on the local chart and target them for a hyperspace jump.

Launching your ship takes you out into a whole new world of planets, ships, space stations and asteroids. Ahead of you will be a planet (Lave) and if you use your rear viewer you'll see the station behind. Left and right scans are also available so you can see everywhere but directly above and below you.

As you travel 'space dust' moves by you - well, it's *called* space dust for the sake of realism, but the effect is of stars shooting past. Other craft may

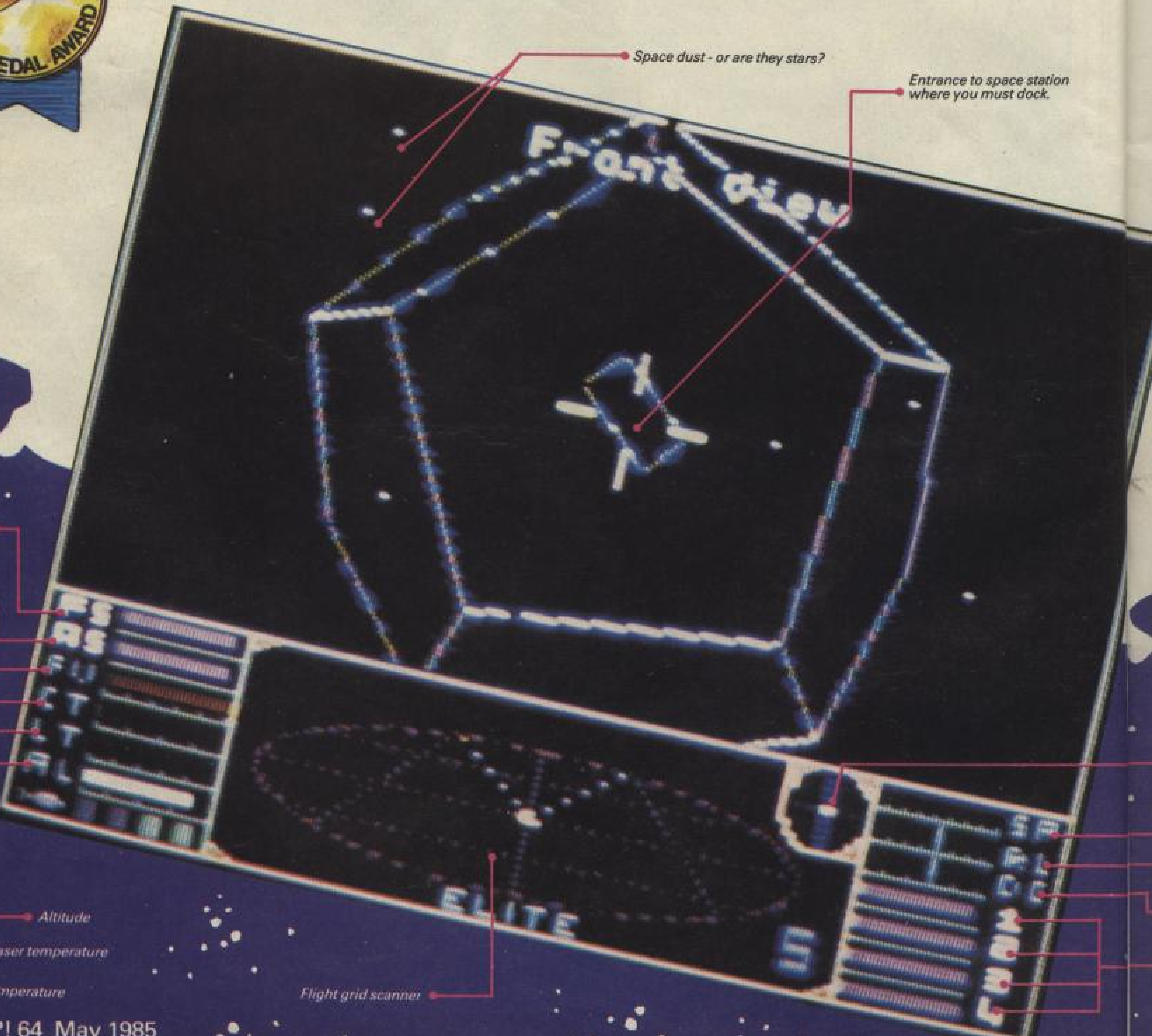
May 1985

ZZAP! GOLD MEDAL AWARD

ELITE

Firebird, £14.95 cass, £17.95 disk, joystick with keys or keys.

- **The amazing space mega-game hits the 64**
- **Real-time 3D shoot-em-up plus deep strategy**
- **2000 planets plus 'trumbles' and extra missions**



Space dust - or are they stars?

Entrance to space station where you must dock.

Forward shield strength

Rear shield strength

Fuel level

Altitude

Laser temperature

Cabin temperature

Flight grid scanner

The Zzap! review

The 64 *Elite* is due in the shops in mid April, the same time as this magazine. The version of the game we reviewed was not quite finished, although Firebird assured us there would be no more significant changes.

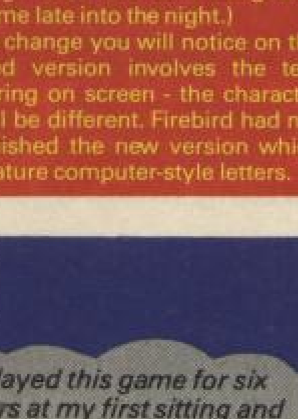
We were shown the game exclusively by Firebird's game-testing whizz kid Colin Fuidge who made a weekend trip to Yeovil guarding the precious pre-production disk. (Unfortunately two of the Zzap! team were away, but Chris Anderson and Bob Wade were able to give the game a thorough test, Bob continuing with the game late into the night.)

One change you will notice on the finished version involves the text appearing on screen - the character set will be different. Firebird had not yet finished the new version which will feature computer-style letters.

ZZAP! TEST



Trumble trouble. Thousands of cuddly creatures have taken over your craft and have started cluttering up your view. And the noise they make!



also appear and depending on their make, they may or may not be hostile. In general, unless you are near a space station, it's a case of shoot first and ask questions of the floating mass of space debris later.

While you're near a space station take the time to get the feel of your ship and to understand the instrument display. Your controls are left and right roll, which spin you on your axis, and climb and dive which do just that.

The roll controls are tough at first but once mastered provide excellent movement - to actually bank left, you must first roll left and then pull joystick back to climb (or roll right and dive). You can use either a joystick or the keys. For flying though most 64 owners will feel more at home with the joystick.

The instruments at the bottom of the screen indicate your forward and rear shield strength, fuel, cabin and laser temperature, altitude above a planet, number of missiles, speed, orientation and energy. The shields and energy are affected by hits on your ship and if you fire your own laser too much it will overheat and fire less rapidly.

The most complicated instrument is the flight grid scanner which indicates where objects are around you and is vital in the middle of dogfights with other ships. It indicates whether a craft is above or below you and in front or behind you and whether it should be in view of your forward scanner.

Now you know your way around you can try a practice docking back at Lave. All you have to do is flip your ship over and head for the slit in the station side. This always faces

Rating	Score	Comment
PRESENTATION	94%	Marvellous booklets: informative, funny and convenient.
ORIGINALITY	87%	3D shoot-em-up and trader game, but what a brilliant combination.
GRAPHICS	91%	Wonderful vector graphics showing great 3D action.
HOOKABILITY	95%	From your first space flight you know this is a winner.
SOUND	52%	Laser blasts, crashing noises, hyperspace and docking sounds.
LASTABILITY	98%	8 galaxies, 2000 planets, endless trading possibilities and tireless action.
VALUE FOR MONEY	95%	Even at £14.95 it's a must.

Compass

Speed indicator

Left-right roll indicator

Dive-climb indicator

Energy bars (currently healthy)

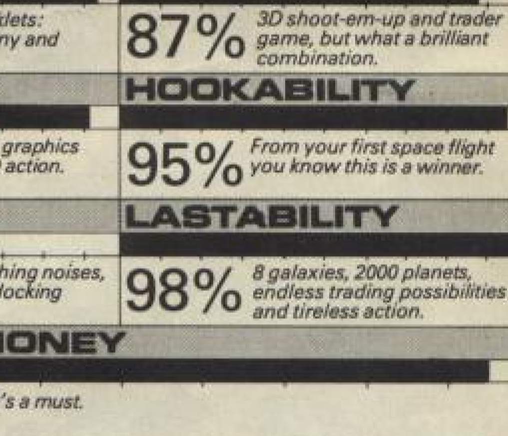
Two rich programmers

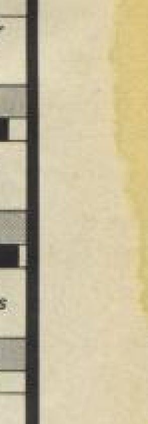
Here are the mega-brains behind the mega-game. Ian Bell (left) and David Braben, both in their early twenties, must be two of the wealthiest guys around. They've been paid a fortune by Firebird for world-wide rights to the game - those in the know reckon it's a six-figure sum!

That's in addition to the money paid them for the original BBC version by Acornsoft, who incidentally must be kicking themselves for not picking up worldwide rights at the same time.

Ian and David have done the conversion to the 64 at the same time as studying for final exams at Jesus College, Cambridge where they both won scholarships. (Prince Edward is a fellow student there - wonder what his combat rating is?).

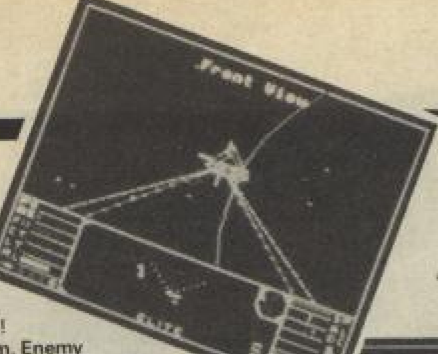
It was David who first began programming Elite - and the machine he used? None other than the BBC's prehistoric ancestor, the Acorn Atom!



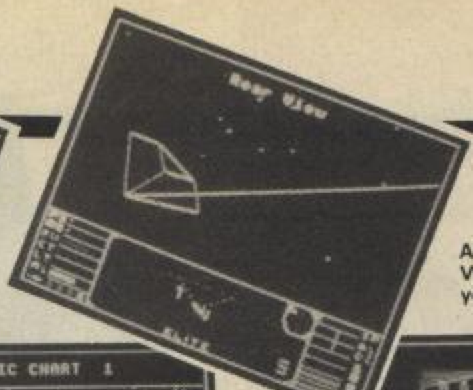


ZZAP! TEST

ELITE



Zzzzap! Got him. Enemy ship hit by your twin lasers.



A deadly Police Viper fires across your bows.

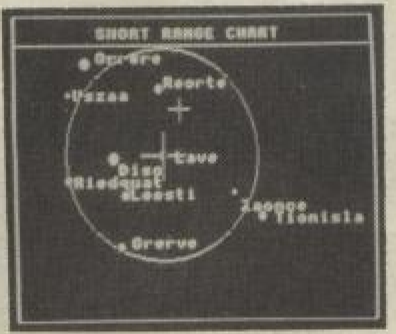
towards the planet but you need to centre up carefully and slow down or you'll crash into the station or scrape your way down the docking entrance walls.

When you feel ready, you can hyperspace to your chosen planet where you may have to fight pirates, bounty hunters or mercenaries all out to get your cargo or blast you for the sheer fun of it. You may be able to make a quick jump to the planet. If not there are other ships around and you had better be ready for a fight.

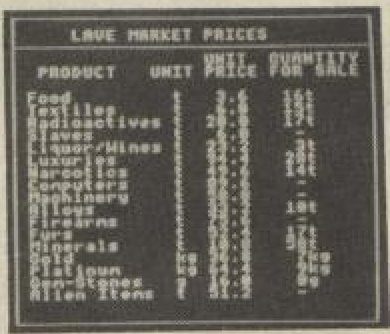
Making it to the space station will bring a new set of market prices and hopefully a profit, that is if you've picked your planet and cargo properly.

The game comes in an excellent package along with a very thorough and humourous instruction book, a quick reference guide to controls and ships, and a marvellous scene setting story called the Dark Wheel by Robert Holdstock.

BW



Short range chart shows planets you can reach in one hyperspace jump.



List of local market prices.



Galactic chart - total of 250 planets per galaxy.



Instruction screen for one of the special missions.

Make a Killing without getting Killed

Trading is your key to success since it enables you to make enough cash to buy highly advanced weaponry. There are 17 goods in which you can trade although some bring better profits than others and three are officially illegal.

Your cargo bay only holds twenty tons, although for 400 credits you can buy a 35 ton bay. The most profitable forms of cargo are slaves, narcotics and firearms, but these are all illegal and trading in them will get you a rating of fugitive and bring the police onto your trail. You can remove this rating by trading in legal goods for a while but be warned, police Viper ships are lethal.

Items don't always provide a good profit margin and you need to study the data on a planet before you travel there to determine the price you are likely to get for certain goods. Rich developed worlds will pay well for foodstuffs to support their high populations whereas undeveloped agricultural worlds will pay a king's ransom for technology.

The nature of a planet's government should also determine how wise it is to go there since anarchies are likely to harbour a very nasty reception committee but democracies are easier places to stay alive.

If you just remember to buy low and sell high you won't go far wrong, although bear in mind a pirate can smell a valuable cargo from light years away and you might have company very fast.

Fighting the Elite

Once you do get involved in a fight there are several things to remember and numerous ways of killing and being killed. To start with you are equipped with a pulse laser and four missiles.

Additional weapons you can buy are beam lasers, military lasers, energy bombs and mining lasers. You can also buy extra defensive equipment - an ECM system, fuel scoops, escape capsule, extra energy unit, docking computers and galactic hyperdrive.

All of these can be bought at planets with the appropriate tech level. The most handy are military lasers which will blast virtually any ship with a couple of hits, an energy bomb which destroys every ship in your immediate vicinity and an ECM system which destroys incoming missiles.

Lasers can be mounted on all four sides of the ship but you'll mostly use the front firing ones.

All of these are very expensive though and will take a while to get, but once acquired they can be devastating. Even with such power the same basic combat rules apply, either kill your enemy by getting on his tail as fast as possible before others arrive. Or if the odds look too great, try and run by making a hyperspace jump.

Guide to Ships

Your Cobra is not the only ship blasting the space waves. Many other models exist but all are named after snakes and are dangerous. Anacondas, Boas and Pythons are all large cargo carrying vessels and if destroyed will leave an awful lot of space debris and hopefully some cargo cannisters to scoop up (if you've got a scoop).

Pirates, bounty hunters and mercenaries will use a wide range of ships including Asps, Cobras, Fer-de-Lances, Geckos, Kraits and Mambas. Most of these are flown by experienced pilots, have nearly as much speed as you and are heavily armed - so watch out.

Most dangerous of all are Police Vipers and Thargoid invasion ships. Vipers are faster than you and will be encountered in large numbers if you have erred in any way, while Thargoids may appear with you out of hyperspace and swarm all over you, both resulting in rapid deaths unless you really are Elite.

64 version v BBC version

The first thing to be said is that the game runs quite a bit more slowly on the 64 - this is caused by a combination of the fact that the central processor in the BBC runs at a higher speed, and that vector graphics are harder to program on the 64.

However we don't think this detracts significantly from the game. In actual play the 64 graphics do not seem slow at all - you only notice the difference by running the two versions side by side. However if you've played the BBC version extensively, you'll probably find the 64 game has a different feel.

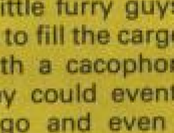
There are more than enough improvements to compensate. For a start, all known bugs in the BBC game (and there are plenty) have been eliminated.

Secondly, thanks to the 64's larger memory, the entire game is present in memory all the time, a considerable improvement on the BBC cassette version which had certain features trimmed.

More important still, the 64 version contains some new features: there are extra 'special missions' that can occur if you prove yourself in battle. These are highly secret but we know that one of them is to track down a stolen ship which can only be destroyed with a military laser with repeated hits. The others you'll have to discover for yourself.

Then, unique to the 64, there are the Trumbles. These cute little furry guys will reproduce on your ship to fill the cargo bay and also your ears with a cacophony of breeding squeaks. They could eventually stop you carrying cargo and even start appearing on screen where the cute little bug-eyed bundles of fun may get in your way during a heavy battle or difficult docking. How you acquire them, and how you eventually get rid of them remain two of the universe's closely guarded secrets. Ones which only 64 owners can hope to uncover.

"IT'S TOO MUCH – I CAN'T COPE"



ZZAP! COMP

50 sizzling hot prizes for wordfinders

WIN A COPY OF PASTFINDER!





Impressed by our Sizzler review of Activision's *Pastfinder* in this issue? Wish you could get your hands on a copy? Here's how you can.

We have 50 copies of the £9.99 tape to give away, and we'll give them to people who can find at least 40 different words by rearranging the letters in PASTFINDER. Each word must have at least four letters. Names are not allowed. Some examples are: PASTE, STAND, STAR

All you have to do is write down your list of 40 or more words on a piece of paper and send it to us.

IMPORTANT. On the back of the envelope you must write your name, address, and the number of words in your list.

All entries must reach us before May 15 when we will choose the 50 winners out of a hat. Send your entries to: Pastfinder competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset, BA20 1HX.

Controlling the amazing Leeper

One of the most unusual aspects of the game is the movement of your Leeper spacecraft. Looking more like a footless frog it's a joy to watch as it leaps and spins its way through the landscape.

The control takes a little getting used to. Joystick up causes the craft to accelerate by leaping forward off the ground. Since the height of the craft can be critical at some points, the leaping has to be carefully timed.

However, should you need to, a quick pull back on the joystick stops the craft dead, while movement left and right causes to spin towards the appropriate side of the screen.

Overall the control has a great feel to it.

It's the year 8878 and exploration has become a thing of the past, apart from the select few known as the Pastfinders.

Exploring and mapping hostile territory is the aim of the game. Armed with scant supplies and five 'Leepers' you have to scuttle and bound your way across a vertically scrolling 3D landscape.

The playing area itself is very large and the scenery crisp and varied with clouds, walls, towers and abstract designs to be negotiated. Basically this is a very addictive shoot-'em-up/strategy game in the *Xevious†River Raid* style.

When you begin the game you are presented with a small portion of a map with coloured areas: green which are low in radiation and red areas which are high. The idea is to explore as much of the map as possible. You can choose the direction you want to go in by moving an arrow.

Then you you are presented with a list of four supplies for you to choose from: heavy metal, which acts as a radiation barrier, a deradiator which removes all the radiation absorbed, a beam shield which gives the Leeper protection from enemy fire and a scrambler which stops the enemy from tracking you.

All the supplies should be used only in extreme emergencies - although there are other supplies littered over the landscape these are all few and far between. There is also an opportunity to pick up extra lives, but these too are extremely scarce.

Throughout the land you will see plate-like objects, artefacts, lying discarded - pick these up and deposit them at either a base or station, marked on the map. You will be rewarded with bonus points plus a period of invulnerability or immunity from radiation. You should also keep an eye out for small boxes which each contain five artifacts.

The aliens themselves present little challenge to the player - the real skill is negotiating the landscape safely and quickly. Occasionally a drone ship will come towards you and track you mercilessly. The baddies are all extremely detailed and well animated.

The landscape, too, is detailed, crisp and colourful with clear shadows to make it easier to gauge the height of an obstacle. On later screens the going gets tough with moving spikes, expanding walls and rising towers to thwart your exploration attempts.

Sound is very disappointing for a game of this quality - reduced to a Space Invaders type heartbeat and few zaps and beeps.

As well as a score, the program also awards a playing status. This starts as 'raw recruit' and rises according to how many artefacts you can deliver.

JR



It took only a couple of plays to convince me that there was nothing ancient about this game. It's more than just a good solid shoot-'em-up - there are some great strategy ideas. Some of the background colours were a bit rough on the eyes, but overall the graphics and animation are excellent. The sound, although simple, was effective, apart from the unwelcome return of the Space Invaders' heartbeat. In my view, a very worthy addition to the growing Activision range.



PASTFINDER

Activision, £9.99 cass, £19.99 disk, joystick only

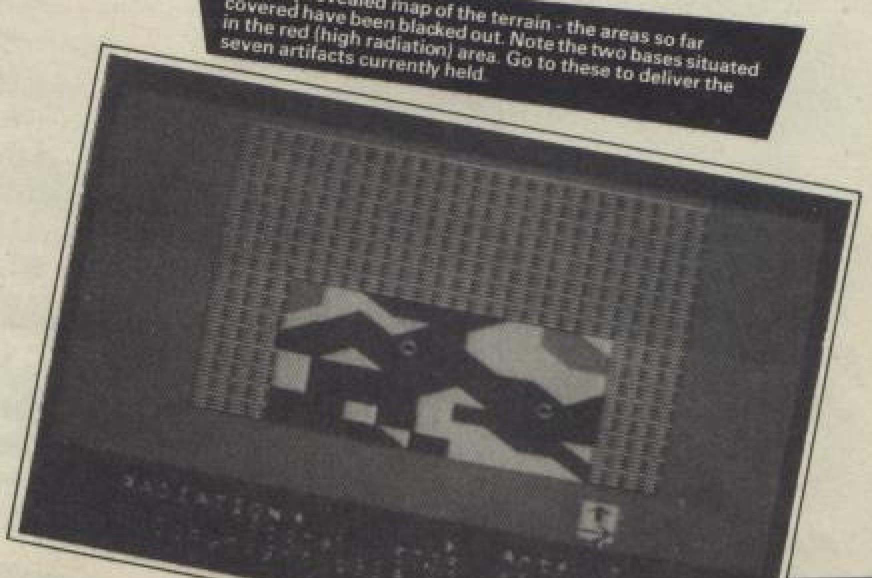
- **3D shoot-em-up with unusual graphics**
- **Large map to cover with leaping, rotating craft**



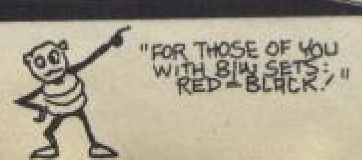
This seems like just another shoot-'em-up at first but as the different obstacles, game size and other complexities reveal themselves it turns into a tough game of skill and tactics. The control method adds a new dimension to the gameplay, although it takes a while to get the hang of it. You'll find yourself coming back to this one time and again trying to avoid being a 'raw recruit' or a 'clod hopper'. I liked the animation of the spaceship and once you've mastered its movement it is highly manoeuvrable. I can't see what it's got to do with the past but I'd like more games like this in the future.

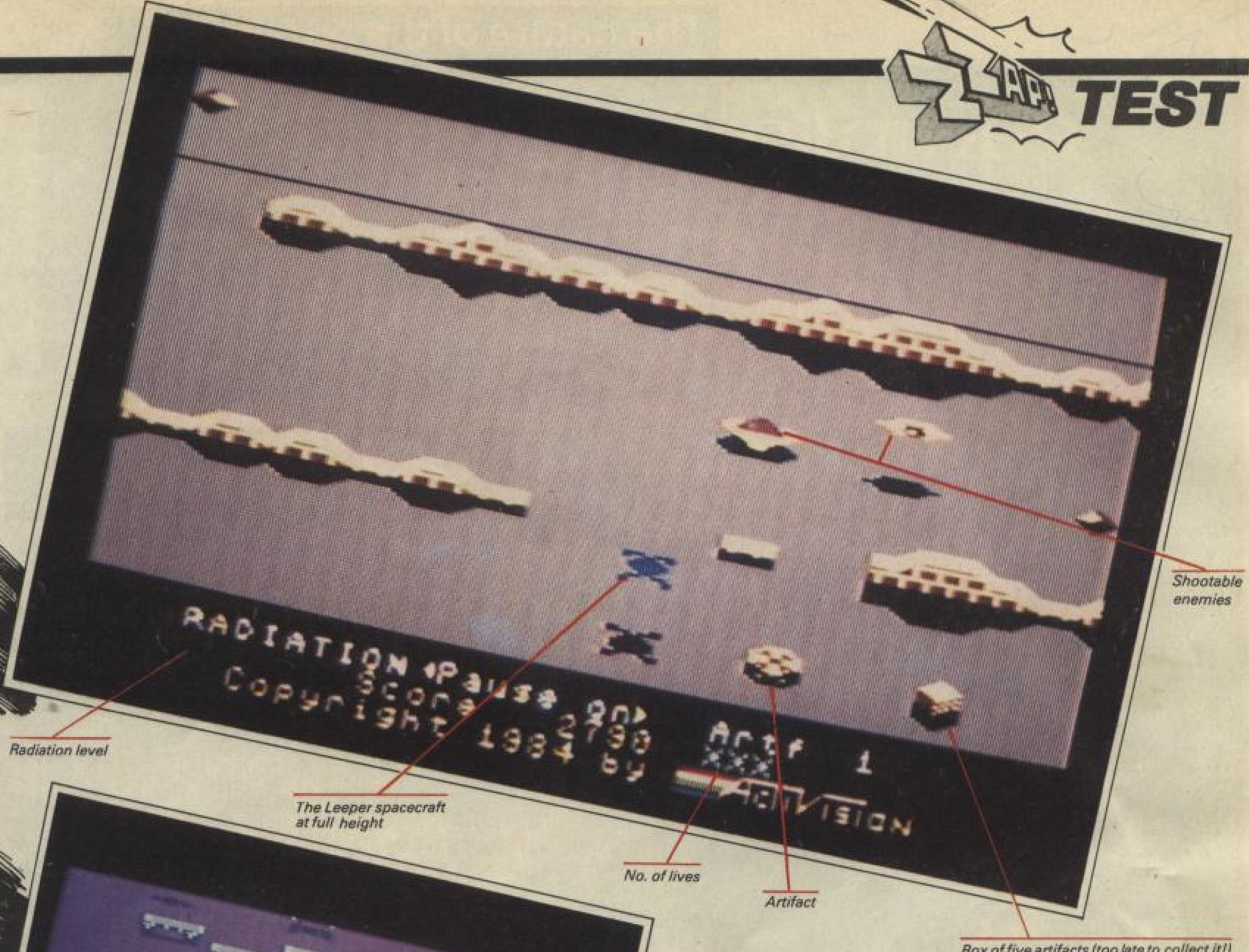






Partially revealed map of the terrain - the areas so far covered have been blacked out. Note the two bases situated in the red (high radiation) area. Go to these to deliver the seven artifacts currently held.







Another sample of the extremely varied terrain. The leeper, coloured white, moves right to pick up an artifact (centre front).



The first Zzap! playing tips

Keeping your radiation down is vital, either with a deradiator or by shooting the small crystals which oscillate above the landscape. Use the crystals as the main way of keeping radiation levels down as supply of deradiators are very limited and are only to be used in emergencies.
Heavy metal is best used when your radiation levels are high and you are entering a red zone - this will help slow radiation absorption and will give you a chance to seek and destroy some crystals.
Only jump walls when you have good momentum. Never try to jump any wall when you are moving slowly.
Try to head towards a base or station. These are clearly marked on the map, but keep your eyes peeled because they are easy to miss.
Although extra lives are earned every 5,000 points there are Leepers located somewhere on the landscape to collect. The two arrows on the map screen show the general direction to follow. If you are heading towards a Leeper they will both point up.

PRESENTATION	ORIGINALITY
83% Copious instructions (in six languages!), high score feature..	66% Xevious-related but with much more to do.
GRAPHICS	**HOOKABILITY**
84% Simple, but strikingly original, especially the spaceship.	75% Not stunning at first play, but great thereafter.
SOUND	**LASTABILITY**
48% Repetitive pulse plus a few zaps.	91% A large landscape and plenty of strategy to keep you intrigued.
VALUE FOR MONEY	
85% Despite Activision's price, an excellent buy.	

ZZAP! TEST

The nature of the puzzle

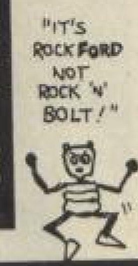
ROCK 'n' BOLT introduces some new elements to an arcade style game. It combines arcade quick thinking and control with a strategic and logical approach.

In some ways it's a sort of 2D Rubik's cube with sliding pieces. Fortunately it's not as hard as the cube. Unfortunately there isn't as much lasting interest as the cube either, but there's enough to keep you going for some time.

The skill is to choose carefully the order and position in which the girders are bolted down to ensure you don't isolate yourself.

On the later levels of several screens width, the best approach is to sort out the farthest screens first, arranging some form of route back. The same applies to each individual screen as you go - take the external areas first, working your way inward.

Remember that you need to get back to where you started, so always leave a return route. In every case it's apparently possible to do this without having to undo girders.



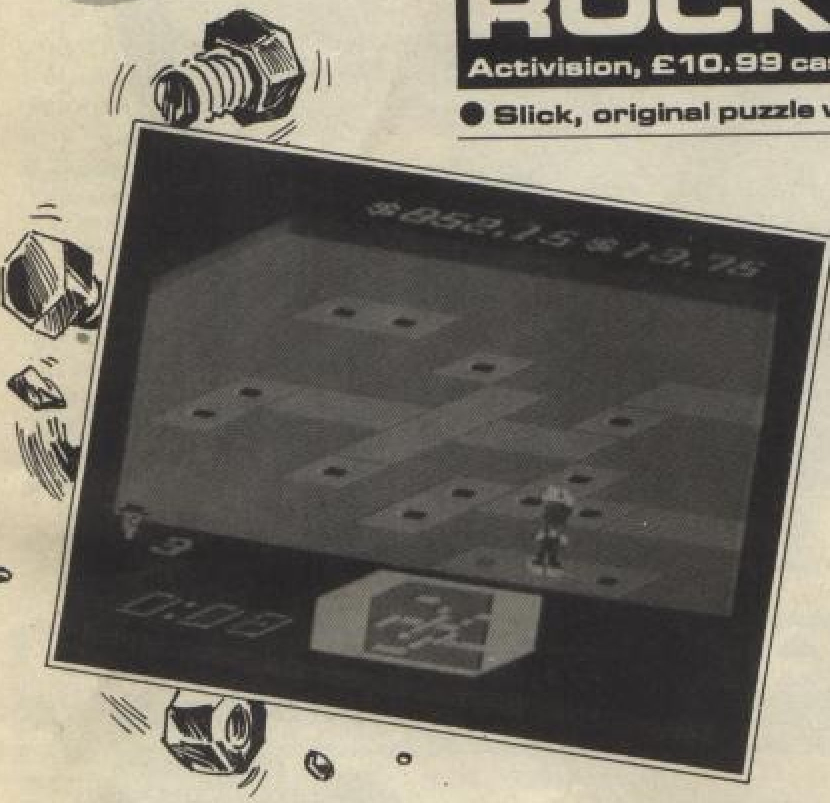
Activision's other arcade puzzle, Zenji, had me hooked for ages. I initially thought Rock 'n' Bolt *would do the same, but unfortunately its appeal died exponentially with play. For once a few nasties to upset your play would be appreciated, but as it stands,* Rock 'n' Bolt *didn't rivet me to my chair for hours on end.*



ROCK 'N' BOLT

Activision, £10.99 cass, £19.99 disk, joystick only

● **Slick, original puzzle with great music**



This reminded me of Activision's Zenji as an arcade/puzzle against the clock and proved to be equally as absorbing. Many of the levels are easy but with 100 of them it will be tough to finish them all. As with most of their recent releases, music is always in accompaniment and adds to the game. The graphics are plain but breakdancing a bolt into its hole is fun. This could well provide hours of concentration and with the layouts extending over several screens it may drive you crazy.



High above the city streets Louie the construction worker struts to the sound of a contemporary rock beat, in this new arcade puzzle from Activision.

Girders move back and forth and Louie needs to bolt them down within a given time limit. For each girder he successfully stops moving, he is paid a certain fee, depending on the level of play.

If he needs to undo a bolt for any reason, then his pay (score) will decrease by more than he earned for bolting it down. Once all the girders have been bolted down, then he needs to get back to where he started in order to move up to the next level.

There are basically two different types of screen in *Rock 'n' Bolt*, alternating through 100 levels. In the first you simply have to bolt everything down and get back to the lift at the side of the building as quick as possible.

In the second type, you must bolt down girders to a specific blueprint, as shown in the bottom right corner of the screen, returning to the lift once finished correctly.

You are given a time limit in which to complete each level, and this becomes longer or shorter depending on which level you're on. Once you finish one, the points awarded for each successful bolting of a girder, are increased.

You can enter at one of three starting levels (1, 9 or 18). On later levels the puzzle extends over several screens. These screens are linked, but unfortunately don't scroll to one another, they switch abruptly.

There are three levels of difficulty: practice, easy and hard, but these are only time orientated, not really giving much other variation.

The score and timer are displayed on screen in 3D - the first time I've seen this. Louie himself looked as if he's wearing a turban, but he's well defined for a multicolour sprite, and exceedingly well animated - watching him walk and spin is very amusing. The colours used were fitting and attractive on both sprite and background.

Sonically *Rock 'n' Bolt* is incredible - some of the most outstanding music yet on the 64. Activision have really done themselves proud this time, and there can't be much more to be squeezed out of the SID chip. Other sound effects are great too - just listen to that guy spin.

Despite all these good points, I'm afraid the game is still somewhat flawed. Gameplay is interesting and enjoyable to start with, but it fades due to there not being quite enough variety.

GP

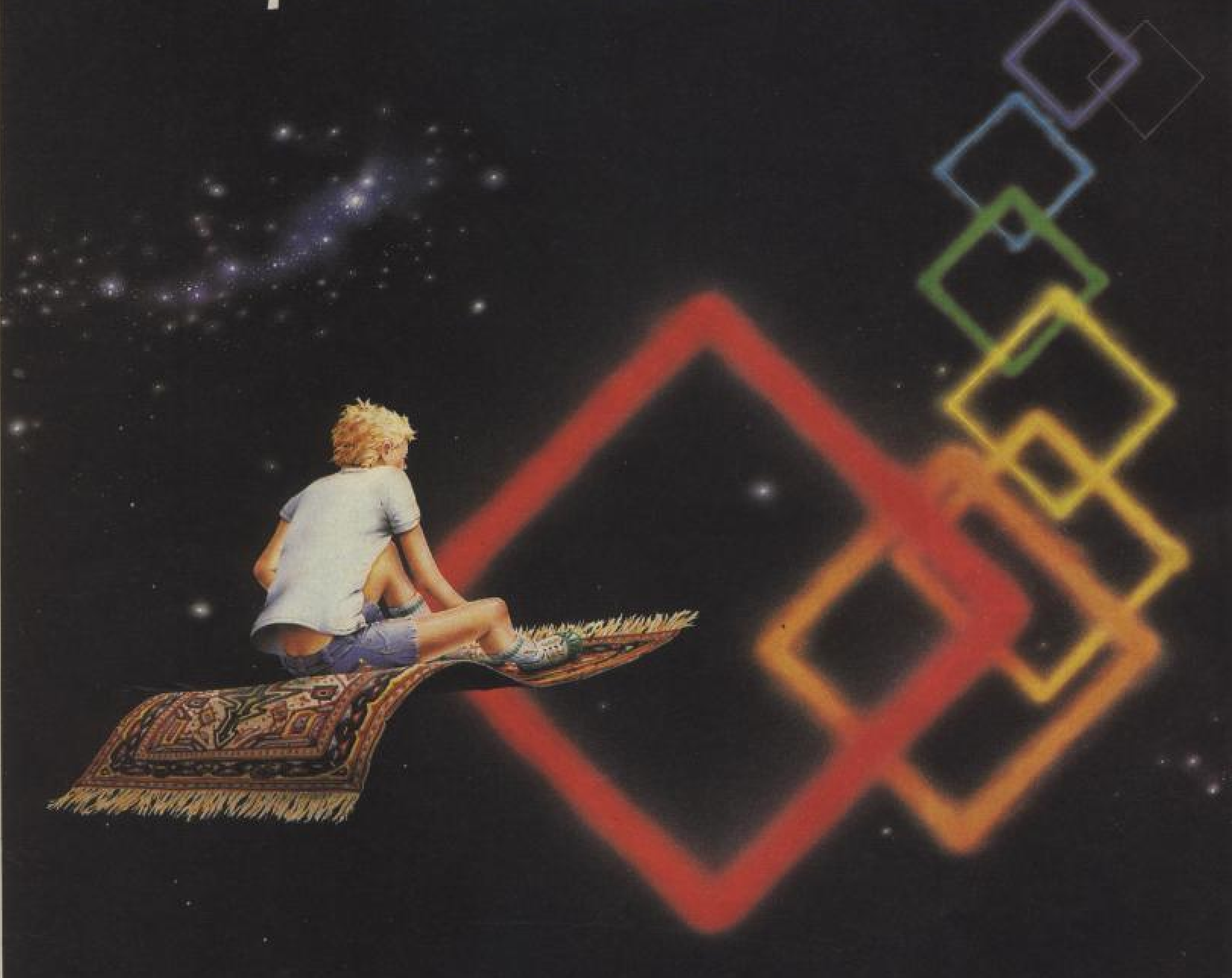
Don't be seduced by the slick graphics and superb music. There is no real challenge in this game, and boredom became an increasing factor during my first play. The time ticking down is the only thing to make your palms sweat, and even that can be fixed. Perhaps something that chased you or undid your work would have made the game far more frantic and challenging, but as it stands this is just an average arcade style game with amazing music.



Category	Rating	Comment
PRESENTATION	75%	Choice of level, time allowance, 1 or 2 players
GRAPHICS	74%	Louie bops and spins beautifully, otherwise plain.
SOUND	93%	Seven fantastic foot-tapping funky tunes.
ORIGINALITY	76%	Bolting down girders is new to us.
HOOKABILITY	81%	Immediate desire to complete a layout.
LASTABILITY	67%	100 screens, but many are easy.
VALUE FOR MONEY	61%	Expensive, but almost a really good game. Not quite enough variety.

master of the lamps.

another piece of magic from activision.





You are the heir to a great fortune. But the crown that was once your father's is almost beyond your grasp.

How can you win it back?

First you must fly down an ever-changing corridor in space. Here is flying as it was meant to be. Just you and your magic carpet, flying literally by the seat of your pants.

Reach the end of the corridor and you will meet the first of three Genies who will set you a complex puzzle needing all your skill in colour and sound co-ordination to solve. Do this and the first secret of the lamps will be yours.

But you have only just begun.

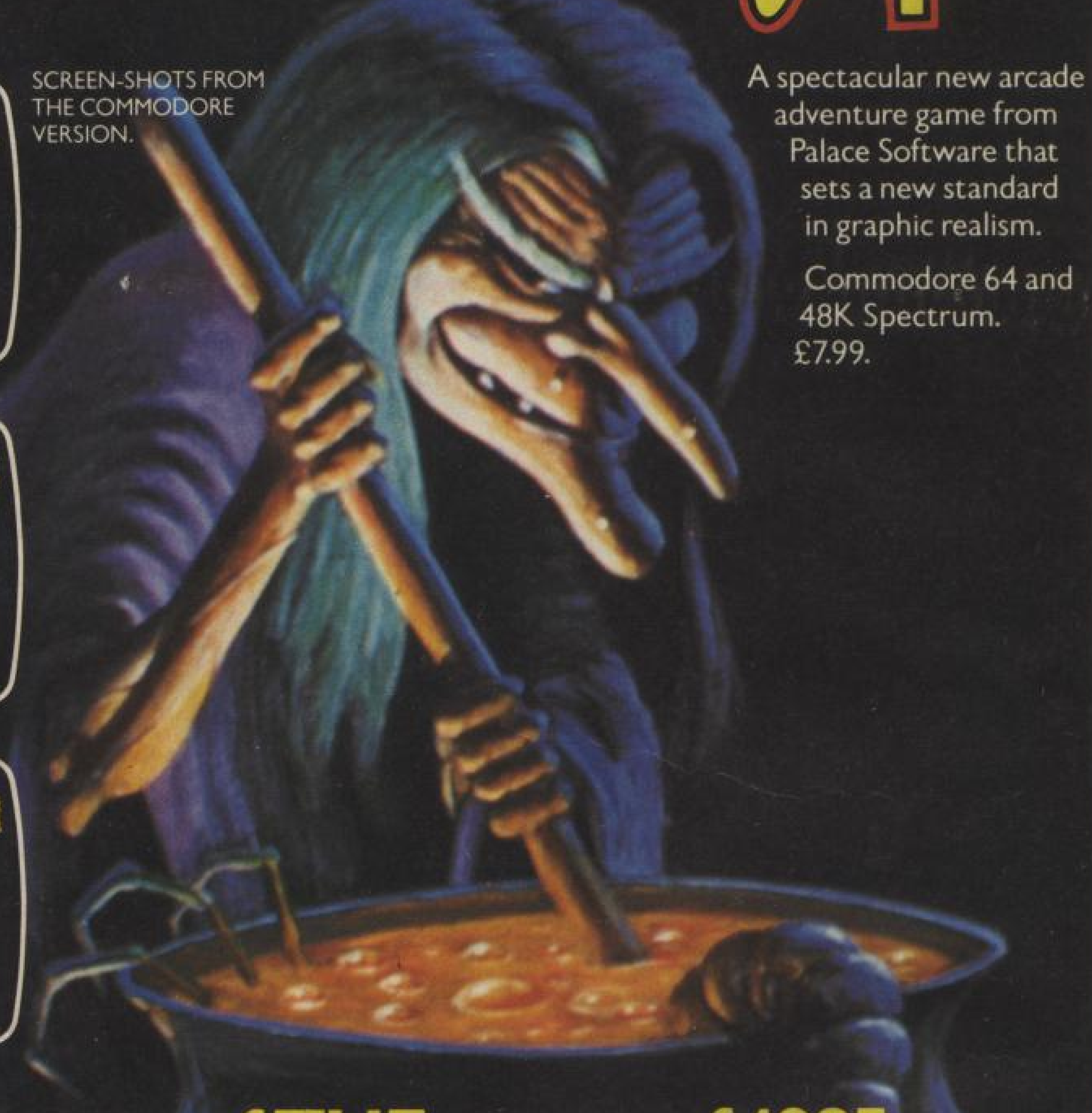
Another twenty levels of intense challenge, with no less than seven different musical themes are waiting…

ACTIVISION
HOME COMPUTER SOFTWARE™

AVAILABLE ON COMMODORE C64 CASSETTE AND DISK, AVAILABLE SOON ON OTHER SYSTEMS. ACTIVISION (UK) INC., 15 HARLEY HOUSE, MARYLEBONE RD., LONDON NW1.
FROM SELECTED BRANCHES OF BOOTS, WH SMITH, JOHN MENZIES, LASKY'S, SPECTRUM, RUMBELOWS, WOOLWORTH AND GOOD COMPUTER SOFTWARE STORES EVERYWHERE.

PALACE SOFTWARE PROUDLY PRESENTS

CAULDRON



SCREEN-SHOTS FROM THE COMMODORE VERSION.







A spectacular new arcade adventure game from Palace Software that sets a new standard in graphic realism.

Commodore 64 and 48K Spectrum. £7.99.

"... will be one of THE games of 1985... This one is HOT so don't miss it!" BIG K

Explore an entire world in 'Cauldron' – The first game ever to feature scrolling shoot-'em-up and platform jumping.

Available from all good Computer Games Shops or direct from Palace Software, 275 Pentonville Road, London N1 9NL.

Dear Palace Software,
Please send me the following cassette(s):-

- Cauldron (CBM 64) @£7.99
- Cauldron (Spectrum) @£7.99
- Evil Dead (CBM 64) @£6.99
- Evil Dead (BBC) @£7.99
- Valkyrie 17 (CBM 64) @£9.99
- Valkyrie 17 (Spectrum) @£9.99

Please add 80p P&P to your order. Payment by cheque to Palace Software, Postal Order or by Access/Barclaycard No.________

Name:________

Address:________

____

Postal Code________

PALACE software

N·E·W·S f·l·a·s·h·····

Misprint in the directory

Had an interesting phone call from British Telecom, the other day. 'Is that Zzap! 64?' they wanted to know. That's right, I said, the people at the back, the VERY back, of your directory.

''But that's just the problem,' said the lady. 'We can't put you in the directory. Our computer can't handle exclamation marks.'

I couldn't believe that! But it was true!! BT the multi-billion pound pinnacle of British computerised telecommunications. And their computers can't punctuate.

Come on, BT, get with it. Buy yourselves a 64.



Mystery of the 'altered' cassette player

Here's an intriguing story, especially for anyone who's had trouble recently getting tapes to load reliably. You are not alone. Several software houses have admitted to me that they had serious difficulties earlier this year trying to get their fast loaders to work properly. And they pin the blame firmly on Commodore.

The story they give goes like this: Shortly before Christmas something happened to the C2N cassette player sold by Commodore. New models would no longer load certain fast-loading tapes reliably.

When the software houses' duplicators approached Commodore for an explanation they were apparently told (eventually) that the far eastern company which supplied their latest batch of recorders had changed some of the components.

The effect of these changes, according to the Banger's sources, was that the signal coming from the player was much weaker. Certain fast-loaders, in particular Pavloda, would no longer load reliably.

As a result several duplicators spent much time changing their process to boost the signal on the tapes. One told me: 'We were extremely displeased by Commodore's attitude in all this. It cost us a lot of time and trouble.'

Commodore, however, deny that there is any problem with the C2N. David Tomkins, the retail sales manager, told me that the only modification to the deck happened in the middle of last year when components were changed to reduce interference from TVs. He said the change had not caused loading problems.

But he also criticised software houses for using fast loaders which demanded more from the machine than it was designed to give.

In general the problem, if there was one, appears to be settling down since most duplicators have adapted to the new machine. Indeed some software houses using Pavloda, such as Taskset and Melbourne House, say they haven't had extra tapes returned at any stage.

Meanwhile Beyond say they have had a substantial number of tapes returned, but they believe the problem is caused by a 'Commodore compatible' cassette player manufactured in Taiwan by a company called Phonemark.

Banger's advice to anyone who bought a tape-player recently and has had consistent trouble with fast-loading tapes? Take it back to the shop and ask for another.

Gremlin bounce back

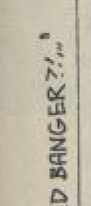
Tony Crowther's departure from Gremlin Graphics depleted their 64 programming team but they are bouncing back with a new title called *Thing on a Spring*.

The game involves your Thing finding eight jigsaw pieces in a factory plagued by an evil goblin. Once the jigsaw is completed it shows a weapon which you have to collect and kill the goblin with.

No release date has been set for the game yet but Gremlin told me that the lovable little bouncy character was 'like nothing previously seen on the 64.'

Also on the way is *Monty on the Run* which I'm hoping to see around August time and continues the Monty series. I hope they bring him above ground, I'm getting claustrophobic in all those mole burrows.

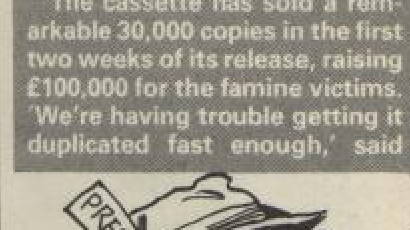
Do they know it's Softaid?



SOFTAID, the compilation cassette aimed at raising money for Ethiopia, has proved massively successful, despite a mixup with Bandaid the trust to whom the money is being paid.

The cassette has sold a remarkable 30,000 copies in the first two weeks of its release, raising £100,000 for the famine victims. 'We're having trouble getting it duplicated fast enough,' said Quicksilva's Rod Cousens, the man who organised it all.





But when I rang Bandaid to see if they were pleased with this magnificent help from Britain's game-players, I was told they knew nothing of Softaid and had not given permission for the trust's name to be used on the cassette cover at all!

What happened was this: Mr Cousens was given the go ahead over the phone by the Bandaid organiser Bob Geldof.

But Philip Rusted, an accountant for Bandaid told me that Mr Cousens had then 'jumped the gun' by releasing the cassette without first getting a written agreement worked out.

However he said he was delighted that any industry should be doing its bit for the appeal and was sure the matter would be resolved amicably.

Well, I should hope so. In case you don't already know, the cassette offers fantastic value for money with 10 different games plus the Bandaid single for just £4.99. The Commodore version includes the excellent *China Miner* from Interceptor and *Falcon Patrol* from Virgin. None of the companies on the tape are claiming royalties for themselves. Further details are on the Softaid ad on page 95.

Banger's special plea to pirates: Please, just this once, go out and BUY it.

Fearless newshound Edward Banger sniffs out the 64 gamesworld's hottest events and juiciest gossip.



N·E·W·S f·l·a·s·h·······

Bigger than Quo Vadis

In the wake of the still unsolved *Quo Vadis*, The Edge are releasing another large scale arcade adventure and offering another tempting prize. *Almazz* (Ethiopian for 'diamond', don't you know), offers, I quote, 1500 screens of full scrolling action, set in a savanna desert.

Strategy and thought are required as you set out to recover pieces of a stone tablet and the riddles that surround them. Solving these riddles will lead you to a hidden temple, where a worthwhile reward awaits you, in the form of a diamond.

Yes, the first person to complete the game will find themselves presented with a real one by The Edge. Hot stuff indeed, but price, release date and value of the prize, are as yet unannounced.

Meanwhile The Edge's Tim Langdell has admitted that they may have demanded too obscure a solution for *Quo Vadis*. A fair number of people have found the sceptre, got it back to the surface and even solved all the riddles, but have still not qualified to win the real-life gold and silver sceptre valued at several thousand pounds (plus a conditional prize of £30,000 which Banger will believe when he sees it).

What more must they do? Tim refuses to say, but he insists that one day someone will see the light. He also says the riddles in the new game fit into the action in a less roundabout way.

If you don't think *Quo Vadis* is challenging enough a disk version has now been released which includes a routine for generating 1 million different playing areas (each the size of 1000 screens). I'm prepared to offer a genuine chocolate and caramel Mars Bar to the first person who can map out all million.

Also due for release from The Edge soon is a 64 version of their wacky platform game *Brian Bloodaxe*.

Everyone's a Wally part 1



Everyone's a Wally, the follow up to the Mikrogen classic *Pyjamarama*, is being released on the 64. The game takes a stage further the strong adventure content of *Pyjamarama* - this time you control four separate characters as well as Wally, and intriguing complications are introduced. For example, some objects can only be used by certain characters.

The object of the game is to open a safe in a bank, in order to pay the gang's wages. This is done by completing various tasks to obtain letters for the safe's combination.

The tasks are spread over a large player area, and include things like mending fountains and repairing the gas main. Tools are usually needed, and food has to be eaten to keep up each characters strength. The game is priced at £9.95 on cassette.

Everyone's a Wally part 2

On the flip side of the *Everyone's a Wally* cassette is a recording by Mike Berry, titled.. 'Everyone's a Wally' (seems sensible). It was whilst getting down to this musical delight, that some interesting lyrics filled my ears. At least I *thought* they were interesting. There followed a telephone call to Mike Meek of Mikrogen:



BERRY & WALLY

BANGER: I've just been listening to Mike Berry singing 'Everyone's a Wally'.
MEEK: Oh, yes.
BANGER: I was wondering if you could possibly clarify some of the lyrics at the beginning of the chorus, for me.
MEEK: Just a moment. (Pause) Be with you in a moment. (Chuckle.) (Long pause) (With amusement) What exactly was

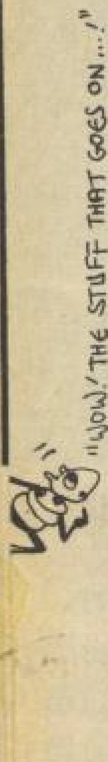
The PM's CBMs

Commodore have presented Margaret Thatcher with their one millionth and two millionth computers manufactured in Britain, both 64s. The presentation was made at the House of Commons by two young workers from the Corby factory.



Sad to say Maggie will not be rushing out each month to buy Zzap! 64 or the latest batch of Sizzlers because she has donated the machines to a local school in Corby.

The computers made at Corby are of course for distribution in Europe as well as Britain. Still, congratulations from me, Commodore. I'm now standing by to celebrate number three million. Why not hasten the day by cutting the price, eh?



Tramiel attack

I was intrigued by the scenario in the new Commodore game *Jack Attack* reviewed in this issue. It features a guy called Jack going around getting pleasure out of squashing people's heads. That wouldn't by any chance be a reference to big tough Jack Tramiel, the former Commodore boss who deserted them for Atari, would it...? You naughty boys.

GRYPHON, THE NONMYTHICAL BUG

Horrors, what's this? My copy of Tony Crowther's latest game *Gryphon* contains a major bug! It comes into play when you reach level two - the Surreal Cities. Suddenly the Gryphon can't fly and there are no gold bars to collect.

According to Quicksilva only a couple of hundred copies contain the bug. They say it cropped up on the first production run because of a corrupted disk.

If your copy's duff, send the original cassette to Quicksilva at the following address and it will be replaced free of charge: **Gryphon Tape, Quicksilva (attn. Susan Clifton), Palmerston Park House, 13 Palmerston Rd., Southampton, SO1 1LL.**



What's THAT doing under there?

Visitors to the LET show in London during February may have been impressed with Firebird's demonstration of their new masterpiece *Elite* only a matter of weeks after they had secured rights to the game.

What they may not have known is that the version on show was loaded into the 64 from a BBC! This was made possible by the Firebird Special Cables department.

Purchasers of the finished version will be relieved to know the game now loads in direct. But take care next time you go to a computer show - you never know what might be hiding under the table.

---

it?
BANGER: Er, the first chorus. You know, where he sings 'Everyone's a Wally, or a Charlie, or a *something* or a berk'
MEEK: (Jovially) Oh, right. (Pause - then, very amused) Yes, it's: 'a Charlie, or a BUNGLER, or a berk' etc. (Knowingly) Why? What did YOU think it said?
BANGER: Er, well, I'd rather not say.

Greatly reassured by Mike's words I listened to the cassette again. Yes he was right. BUNGLER it is.

But wait, there's another word later on which even Mike can't deny is improper. And it isn't RIGGING. Take Banger's advice, stick to the game.

ALLIGATA BAIT

I see that Alligata are trying to tempt people to buy their latest game by giving away a free T-shirt with every copy. *Blagger goes to Hollywood* features Alligata's anti-hero Blagger who this time is rampaging round a series of film sets trying to steal 'Speilbum's latest film.

To do this he has to knock out various celluloid heroes using the different props that appear. The stars all appear on their own film set accompanied by their own theme tune.

The game costs £9.95 on cassette and includes a voucher for claiming a free *Blagger goes to Hollywood* T-shirt and badge

Also new from Alligata are *Hypercircuit* and *Fistful of Fun*, the former being a simple shoot-em-up for £7.95 cassette, £11.95 disk, and the latter another great value for money compilation containing *Loco, Son of Blagger, Guardian, Aztec Tomb Revisited* and *Haunted House* all for £9.95 cassette or £11.95 disk.



Bridge players are in luck too because as well as releasing an improved version of their *Contract Bridge* program Alligata are, for a fee of £1.00, trading in old versions of the game for the new one. Those without the first version will be set back £9.95 for the cassette or £11.95 for the disk.

To replace your old tape send it to Alligata at 1 Orange Street, Sheffield S1 4DW.

Look! No engines!

A new flight simulator is the latest release from CRL and it's a novel one too. Rather than sitting at the controls of a Boeing 747 or the latest fighter plane, *Glider Pilot* puts you in control of a comparitively leisurely glider.

Written by Richard Brisbourne, an experienced competition pilot, *Glider Pilot* claims a realistic simulation as a reward for perseverance. There are thermal air currents a user can exploit to stay airborne, navigate and maximise cross country speed as in real life.

The instructions include the basic principles of cross-country gliding together with advanced tips. There are also several flying options to give variety to the game.

This will be available on fast loading tape at a price of £9.95, which also includes a chance to win a real glider flight.

Wanna join the club?

US Gold have started a membership club called (amazingly) the US Gold Club. For the membership fee of £10.74 (inc p and p) a member will receive a sweatshirt, badge, poster, membership card, and discounts on various U.S. Gold games. Also included in the price is a regular newsletter offering news and views on U.S. Gold titles.

So far US Gold haven't spelt out too many details on the discounts available to club members, so I don't think I'll join just yet. Nice sweatshirt, though.

Great ideas department

Suggested to the editor the other day that he should print a map of Taskset's Cad Cam Warrior. After all, with 8,000 locations to wander round, there must be an awful lot of lost players out there.

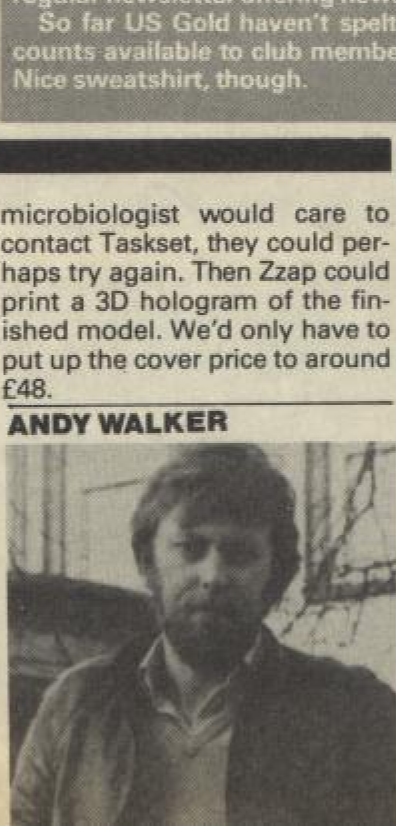
So he rang up Taskset to see if they had one we could use. 'We tried to produce a map but couldn't.' 'Why not?' 'Because the game is three dimensional. It just can't be clearly represented on a flat surface.'

Then Taskset revealed they had had actually tried building a 3D model of the game using 1cm square pieces of tile for each location. 'We worked at it for ages,' said Taskset's Andy Walker.

Unfortunately it grew to about six foot tall and began looking more complicated than a DNA chromosome in Jeff Minter's brain after five hours with Psychedelia. Eventually the project was abandoned and consequently no known map of Cad Cam exists.

If any structural engineer or microbiologist would care to contact Taskset, they could perhaps try again. Then Zzap could print a 3D hologram of the finished model. We'd only have to put up the cover price to around £48.

ANDY WALKER

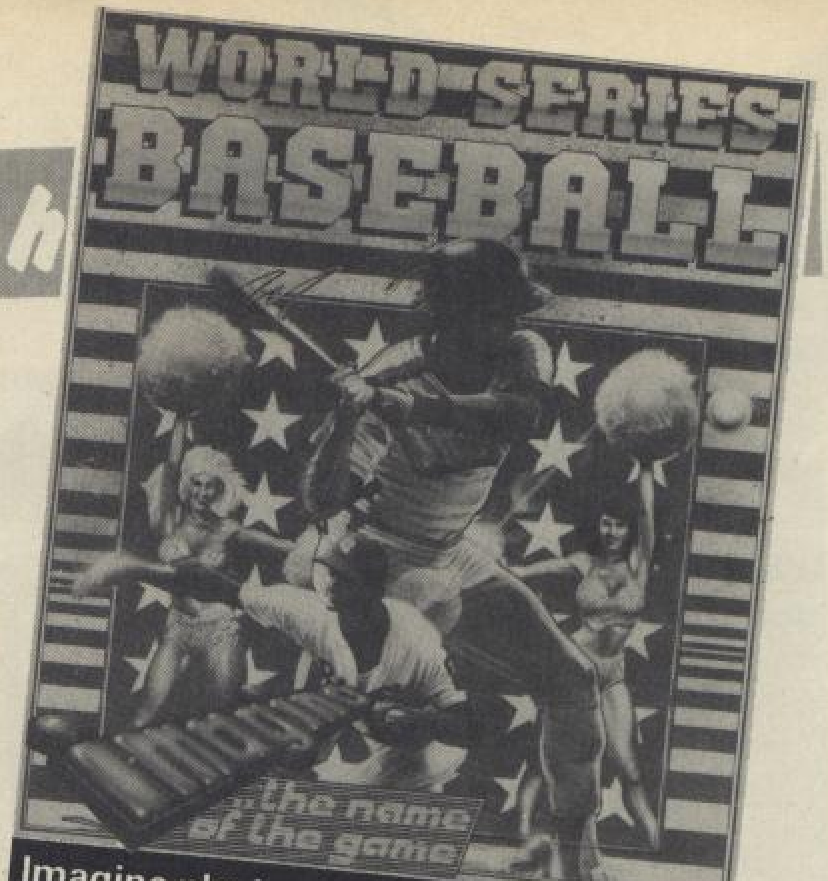


James Scoular dies

Those who enjoy playing *Elite 64*, this month's gold medal game, will be sad to hear of the death of the man responsible for bringing it onto the 64. James Scoular, publisher of Firebird games, died in March of a heart attack.

It was he who obtained the rights for the game from the programmers. Before joining Firebird he worked for VNU Publications and was the publisher of Personal Computer Games. James was known and much liked by several people on Zzap. We'll miss him a lot.

N·E·W·S f·l·a·s·h



Imagine playing baseball!

Recently exhumed and given the kiss of life by Ocean, the Imagine name is with us again. Ocean's first release under the Imagine label, *World Series Baseball*, is a graphic simulation of America's biggest spectator sport. It costs £7.95 on cassette. Imagine that.

Saga of Swords and Sorcery



The Edward Banger award for the Most Delayed piece of software must go to *Swords and Sorcery* from PSS. Originally due for release one year ago, and heavily advertised for months, it's still under development by an increasingly frustrated team of programmers.

Cause of the problem is the game's innovative nature. It's a Dungeons-and-Dragons-based 3D maze game with some 400 locations, and very impressive graphics.

A gloomy Gary Mays, PSS supremo, reckons the game has accounted for no less than 9 THOUSAND programming hours. At, say, £5 an hour that works out at . . . almost as much as the cost of my annual holiday in the Seychelles.

The good news is the game is now due for release 'very soon'. Just like it was in February, and December, and October, and. . . .

Hookability guaranteed!

I am certain a new release from Alligata will have hookability even though I haven't seen it yet. It's called *Jack Charlton's Match Fishing* (geddit?) and the ex-footballer and now manager has contributed 'greatly' to its development.

The game will take Britain's most popular leisure pastime, (apart from sleeping, which is mine), and make it into a 'strategy and chance game of skill' according to the press release.

It's bound to be unconventional and if it appeals to all the fishermen out there it might be a big seller. But just how you put fishing on a 64 will be interesting to see - I guess you sit around waiting for a tug on the joystick cable.

The game will be available on June 14th, the start of the fishing season, and a board game version will also be available.

VIOLENCE ON THE KEYBOARD

Anirog have a fast and furious release with *Slap Shot*: a two player ice hockey game, complete with all the violence, thrills and spills of the real thing. Three levels of play and a restart option are the features included in its price of £8.95 cassette and £10.95, disk.

Well hi there, oblivion

CRL weren't giving too much away to me about their new program 'The Rocky Horror Show,' but they did let slip that it was a joystick controlled graphic adventure. It will be in 'Rockyramascope' (whatever that is) but also 'Hot Patootievision' (I wish they'd make up their minds.)

They think it will be a big chart success and don't see why it shouldn't get to number one. One ominous note, the press release warns you to be prepared to 'say goodbye to all of this and hello to oblivion.'

Ice created by Sparks!

A huge arcade adventure of *Quo Vadis* **proportions is the promise of** Creative Sparks. Their latest release, *Ice Palace*, features over 1000 locations of multi-directional scrolling rooms, superb music and fast and furious fighting.

This, according to product manager Gordon Reid, will be the first in a series of action adventures from Creative Sparks. It'll cost £7.95.

Argus go into battle

I see Argus Press are releasing a 64 title called The Battle of the Bulge. Apparently this is not a slimming course, but the company's first wargame, following a link up with renowned battlefield specialists Lothlorien. The game and its successors will be sold under the Lothlorien label but Argus will be providing the financial muscle behind them.

The Battle of the Bulge will include a book about the battle. No price or release date has been set for the program yet but Argus hope that this will be a new type of wargame with wider appeal.

The program will contain the usual strategy but will be 'more visually attractive and animated'.

The Brian Jacks exhaustion test

Brian Jacks, judo and TV superstars champion, has now had a game named after him. *Brian Jacks Superstar Challenge* by Martech takes you through eight tough events. Arm dips, squat thrusts, canoeing, cycling, football, swimming, archery and the 100 metre dash all make an appearance.

The game is available on either cassette or disk at a price of £8.95 and £12.95 respectively.



The £150 64

Commodore tell me they still have no plans to cut the price of the 64, despite the fact that Boots are selling it for £150, £80 below the recommended price.

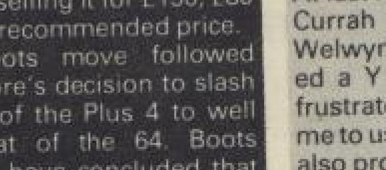
The Boots move followed Commodore's decision to slash the price of the Plus 4 to well below that of the 64. Boots appear to have concluded that the 64 would not sell unless it were brought into line.

Commodore's David Tomkins confirmed to me that Boots cannot be making any real profit on the 64 at that price. But he doubted Boots would no longer stock the 64 once their present supply runs out. 'If they sell home computers, they have to sell the 64. It's as simple as that,' he said.

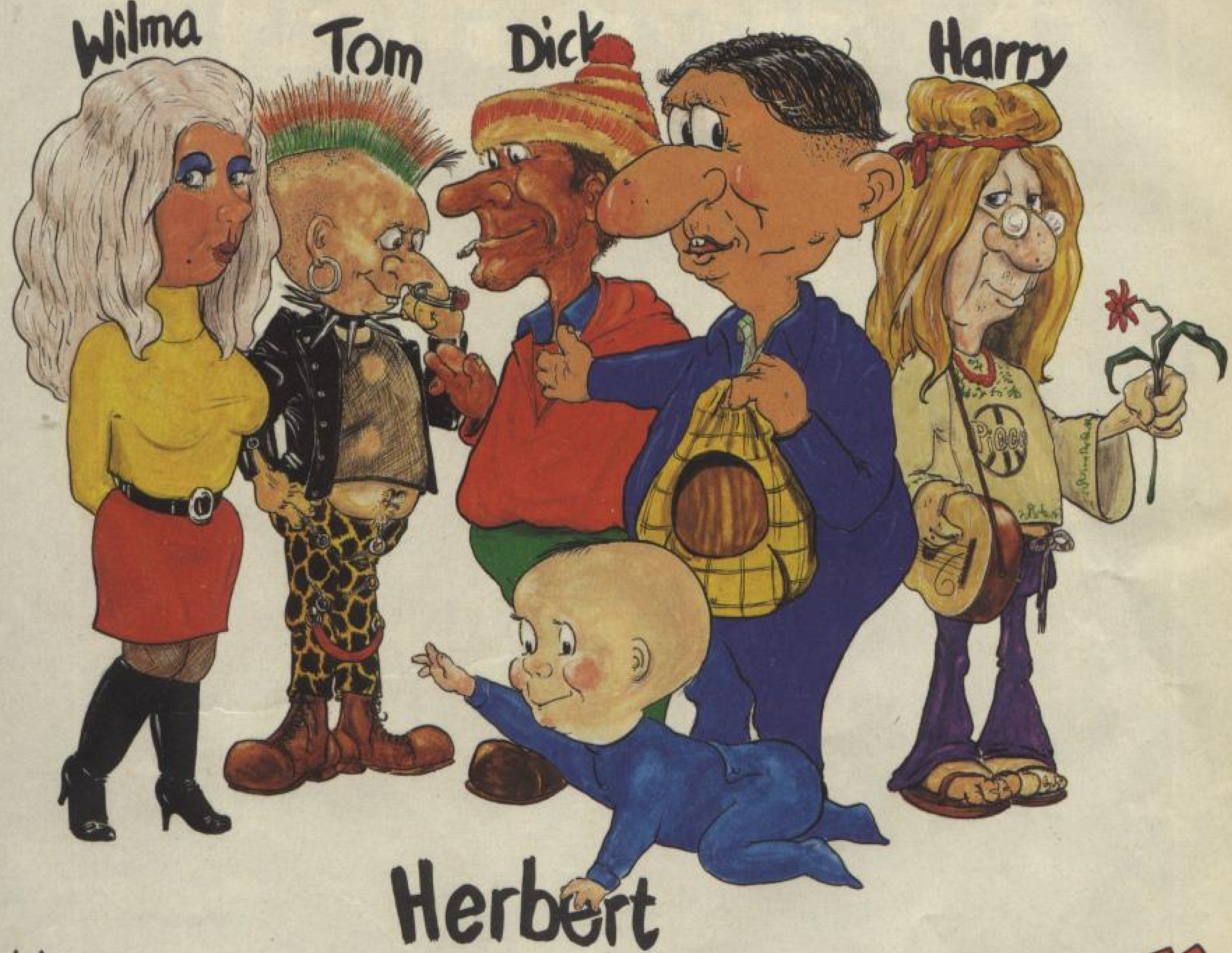
Why you need a Y

At last I can use my monitor and Currah Speech unit together. Welwyn Systems have produced a Y cable adaptor to allow frustrated monitor owners like me to use the Currah, which they also produce, at the same time.

The cable is available mail order at £3.99 from Welwyn Systems, Bedlington, Northumberland NE2 7AA.



Meet the Gang!



"Everyone's a Wally"

1ST EVER MULTI-ROLE ARCADE ADVENTURE

Includes Hit Single on reverse "Everyone's A Wally" performed by Mike Berry

Spectrum 48K £9.95

Commodore 64 £9.95

Available shortly on Amstrad CPC 464

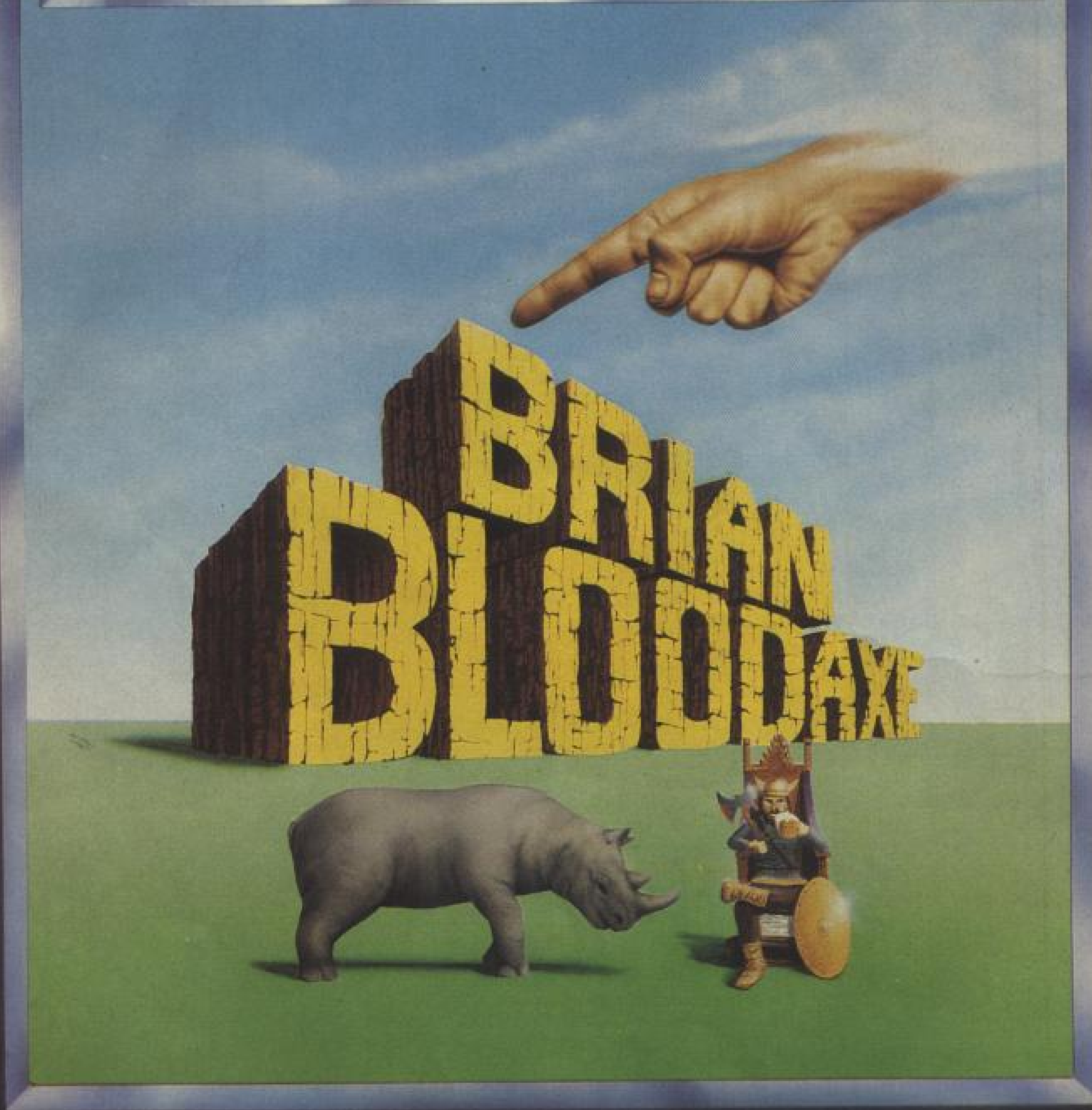
MIKRO-GEN

44 The Broadway, Bracknell, Berks. 0344 427317

COMMODORE 64

SPECTRUM 48K

THE EDGE



"What makes Wet Set Jelly sound like a computer game?"

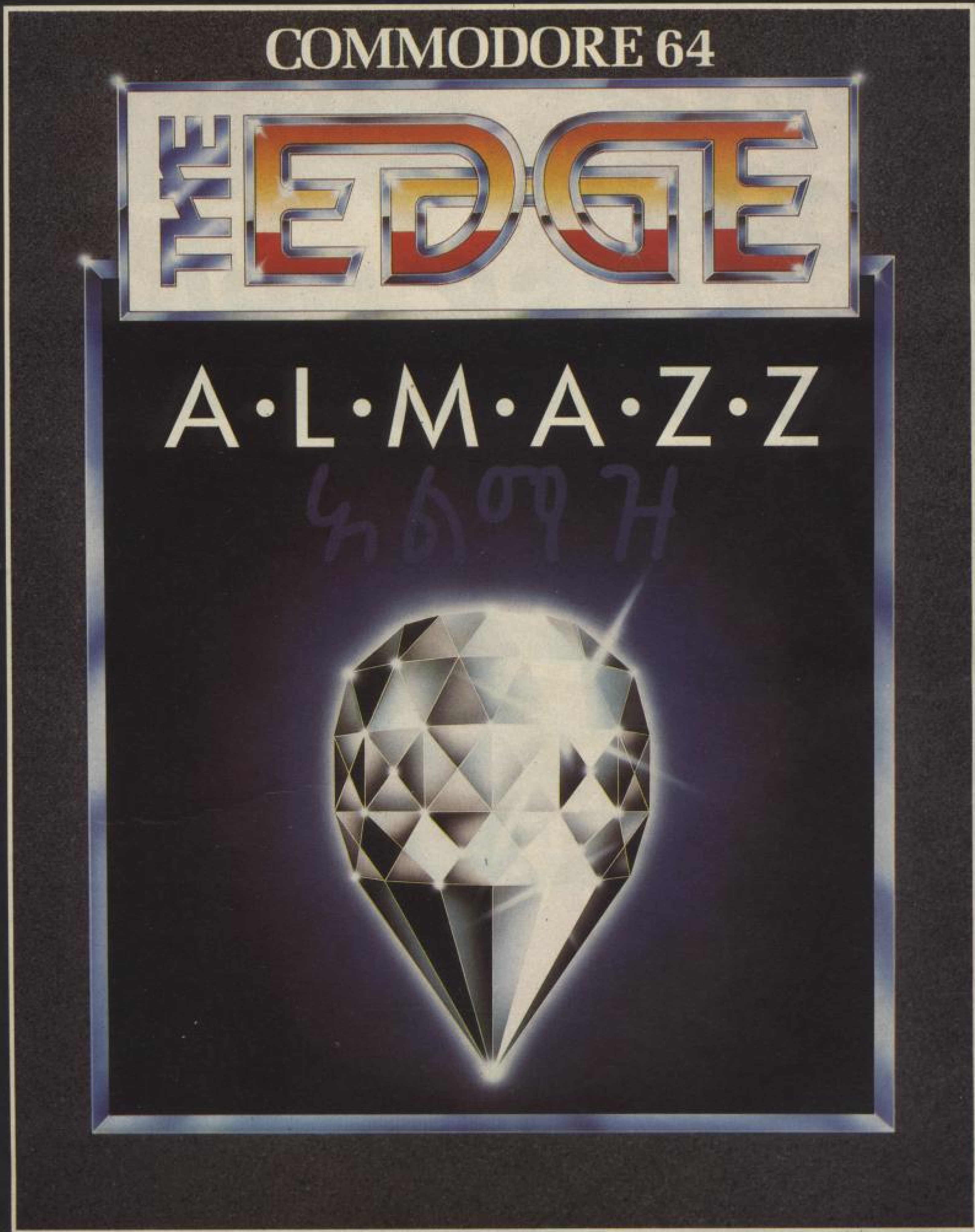
Brian Bloodaxe, with Primary Imbalance

GSH

Spectrum 48K £7.95 on Turbo Cassette

Commodore 64 £9.95 on Turbo Cassette, £12.95 on Disk.

The Edge, 31 Maiden Lane, Covent Garden, London WC2 Tel: 01·240 1422/7877 Telex: 892379



Over 1700 screens of African Wilderness,
Nine pieces to the Sacred Tablet, But only one Almazz…

…Find Almazz, solve the Almazz mystery, and
the real Almazz Diamond could be yours.

Commodore 64 £9.95 on Turbo Cassette, £12.95 on Disk.

Available at all good stores throughout Great Britain. Details of overseas distribution can be obtained at the address below.

The Edge, 31 Maiden Lane, Covent Garden, London WC2. Tel: 01-240 1422/7877 Telex: 892379

WIN A COMMODORE DISK DRIVE

ZZAP! COMP

Three great prizes for star tipsters

Fed up with unreliable turbo tapes? Bored with small adventures? Envious of the superb games available on disk? Do not despair - help is at hand in the form of three 1541 Commodore disk drives, each worth £229.95. You could win one simply by sending us maps or playing tips on a 64 game.

Whatever your favourite game, we want you to tell us how to win at it. We'll try out your tips and/or map, and the three sets that give the most help at a game will be picked as winners. You'll be rewarded for your expertise by having the tips printed in the mag and receiving a spanking new disk drive to open up a whole new world for your 64.

Even if you don't win we may print your tips, in which case we'll send you a free program from the Zzap! 64 lucky dip.

To enter the competition just write or type your tips as neatly as possible and send them to: **Disk Drive Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX**. You can send tips on more than one game if you want to but remember it's the quality of the tips that matters, not the quantity.

Your entries should reach us before the 1st of June and don't forget to add your own name, address and, if possible, phone number.

The joys of owning a 1541

The advantages a disk drive offer the serious game player are considerable.

For a start, games on disk load faster than the fastest turbo load tape (especially if you take into account the time it takes for tape games to be 'found').

Secondly games load more reliably on disk. Fast-loading tapes are renowned for giving problems.

More importantly still, there are a growing number of games which are only available on disk. Foremost among these are the Infocom adventures which Commodore themselves are selling in Britain for just £11.99.

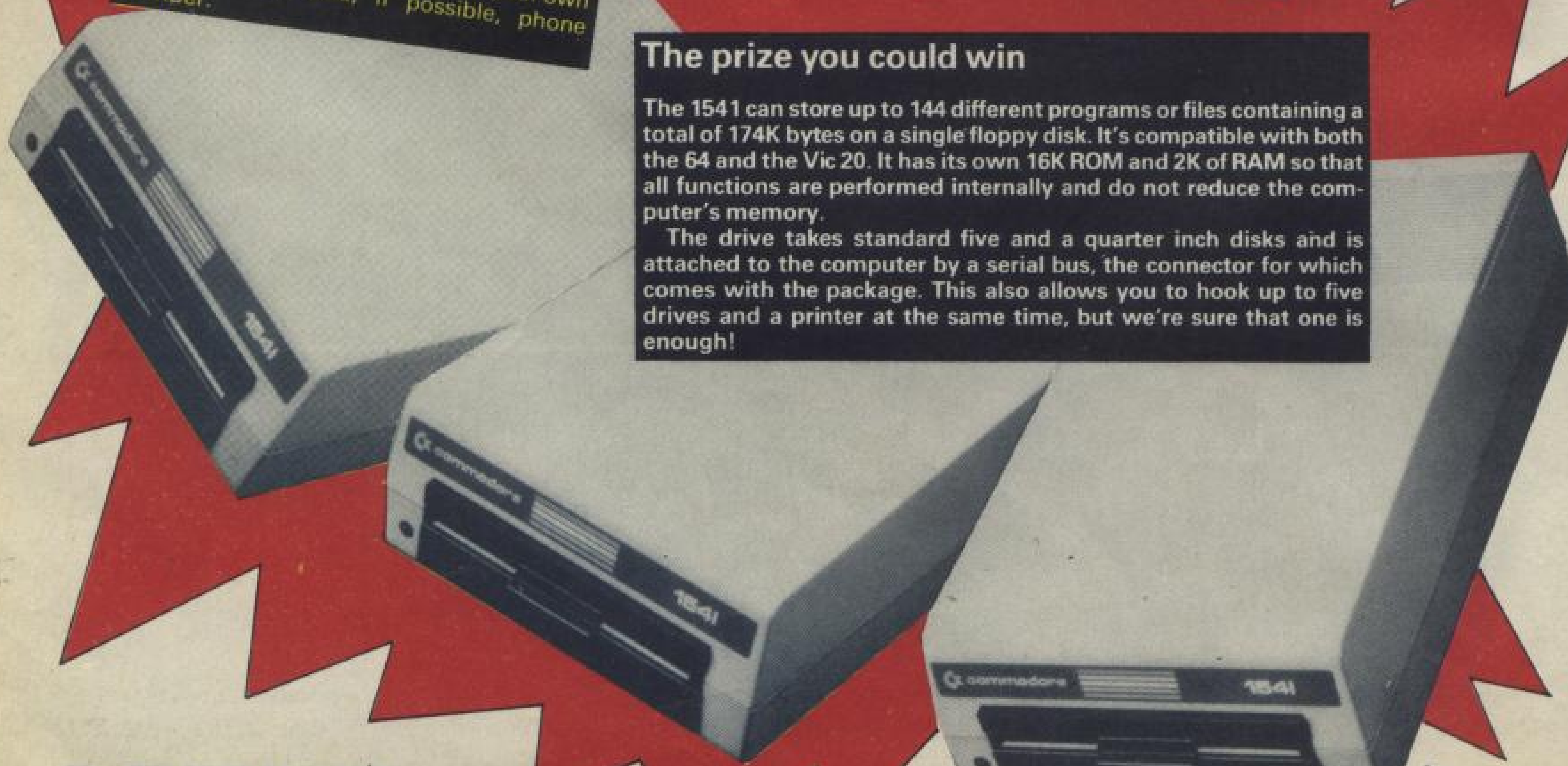
Anyone who's played the *Zork* series, for example, will know that they are completely unrivalled by other text adventures in size and sophistication. Yet the disk drive is required as an integral part of the game - as you move around, different sections are loaded into memory.

As more American games flood into Britain, it's inevitable that the number of disk only games will grow.

The prize you could win

The 1541 can store up to 144 different programs or files containing a total of 174K bytes on a single floppy disk. It's compatible with both the 64 and the Vic 20. It has its own 16K ROM and 2K of RAM so that all functions are performed internally and do not reduce the computer's memory.

The drive takes standard five and a quarter inch disks and is attached to the computer by a serial bus, the connector for which comes with the package. This also allows you to hook up to five drives and a printer at the same time, but we're sure that one is enough!





TORY FACES ON SCREEN

One thing that stands out in Seaside Special is the impressive lampooning of the Tory Cabinet. These are all wicked portrayals of the real life equivalents and it looks as if Taskset are doing for computers what Spitting Image does for television.

Geoffrey Howe, Nigel Lawson, and (we think) Keith Joseph were all there, as well as a rather piggish looking Maggie herself. But the best of the lot is Norman Tebbit who's quite unmistakeable.

It's a shame the moving sprites weren't up to this calibre of definition.

ZZAP! TEST

Take a long look before you consider purchasing. Gaudy, bright graphics don't cover the dullness of the game - the only highlight is throwing the poisonous weed at the Tory cabinet. Two screens of increasing difficulty throw no challenge to a seasoned player: it took only a few goes to finish the game. Perhaps this could be a hit with a younger age group...



Not everyone will enjoy the politics in this game but they add the essential spice which makes it interesting. Turning Maggie and her cronies into glowing lumps appealed to me but can't conceal the simple two screen nature of the game. Despite this it's a very enjoyable challenge and will keep you scuttling between Rotaway beach and number ten for a good few hours. Until you zap the PM the first time you'll love the game but afterwards there may not be enough here to keep you hooked.





Radium Rodney stands in front of the door of number 10. At bottom left window is Nigel Lawson, at bottom right Norman Tebbit. But who's that at top left?



Rotaway beach. The tide is out and there are seven pieces of seaweed near the top of the screen to collect. Watch out for the armed man on the right.

SEASIDE SPECIAL

Taskset, £6.90 cass, joystick only

● 2 screen action on a political theme



Scores highly on instant appeal. It comes with a good set of instructions and tips on the inlay and these are reiterated within the game itself - Rodney runs across the sand, revealing the text beneath in a form of slow writer. Unfortunately the game is just the fairly monotonous task of running back and forth between beach and street. It does lose appeal after a short time, especially once completed as it has little to offer thereafter.

The idea of throwing radioactive seaweed at Tory politicians had never really crossed my mind until I played this satirical new release from Taskset. The 'Polytikians' have landed and have taken over the cabinet. Only you, Radium Rodney, know about this and so you rush down to Rotaway beach. Once there you collect the radioactive seaweed washed up by the waves and take it back to 10 Downing Street to throw at the politicians.

The game itself consists of just two different screens of action: the beach and 10 Downing Street. Collecting the seaweed at the beach is fairly easy at first but increases in difficulty rapidly on higher levels. There are rocks and clams for you to dodge, but they're the least of your problems.

A guard has been posted on the beach and fires whenever you get near him while vicious jellyfish attempt to sting you. Later there's a rather persistent seagull, crabs to nip your toes and some devious sandpits to sink into.

Meanwhile the tide keeps coming in and after a while this causes the sandpits to become invisible. The sea itself is radioactive, as is the seaweed, and contact with either for too long proves fatal. Staying to collect too much seaweed takes it's toll as the radiation level, shown on the dosimeter, climbs to a dangerous peak.

After collecting at least ten pieces of seaweed, you can move off the bottom of the screen to Downing Street.

In this scene you must throw the previously collected seaweed at the various members of the cabinet. This bit is basically a simple shoot-'em-up. The politicians' faces (nicely drawn - see panel) appear at one of the Downing Street windows, and you have a short time to move underneath and fire, while dodging cruise missiles, banana skins and various other objects hurled at you.

Each one of the five Polytikians must be hit five times, and then 'Maggie' appears. If you can get hit her five times (which isn't exactly a doddle), I'm afraid it's back to the beginning, with no apparent differences.

What's more, if you persevere through to the second demise of 'Maggie' and co, the program decides you've done well enough and stops the game, revealing your score and how many Polytikians you killed.

The graphics in general were good, if a little fuzzy around the edges. The backgrounds were superbly drawn and even though the sea made realistic wave noises as it moved in and out, graphically it didn't move me. The sound was sparse apart from the rushing of the waves and clips of 'Oh I Do Like To Be Beside the Seaside' when, and if, you die.

GP

PRESENTATION	ORIGINALITY
72% Instructions humourously presented by Radium Rodney.	78% Some old gameplay but a great scenario.
GRAPHICS	**HOOKABILITY**
75% Excellent political caricatures, but some sprites indistinct.	70% Great fun zapping those politicians.
SOUND	**LASTABILITY**
61% Timely effects but the tune will annoy.	48% Not too good once you've killed Maggie.
VALUE FOR MONEY	
61% Fun for a while, especially if you vote Labour.	



BC'S QUEST FOR TIRES

Software Projects, £9.95 cass, joystick only

● Simple cartoon action from the US

This aging American game by Sierra-on-Line has now been licensed to Software Projects and imported to Britain. The cartoon-style action takes place on a landscape which constantly scrolls right to left.

Cute Chick is being held by the hungry dinosaur and you, as Thor the caveman, must set off on your stone-age mono-cycle to try to rescue her. This means successfully negotiating nine separate stages of increasing difficulty (see panel).

Using the joystick you can get Thor to jump, duck, accelerate or slow down - and as usual in this kind of game, timing is of the essence.

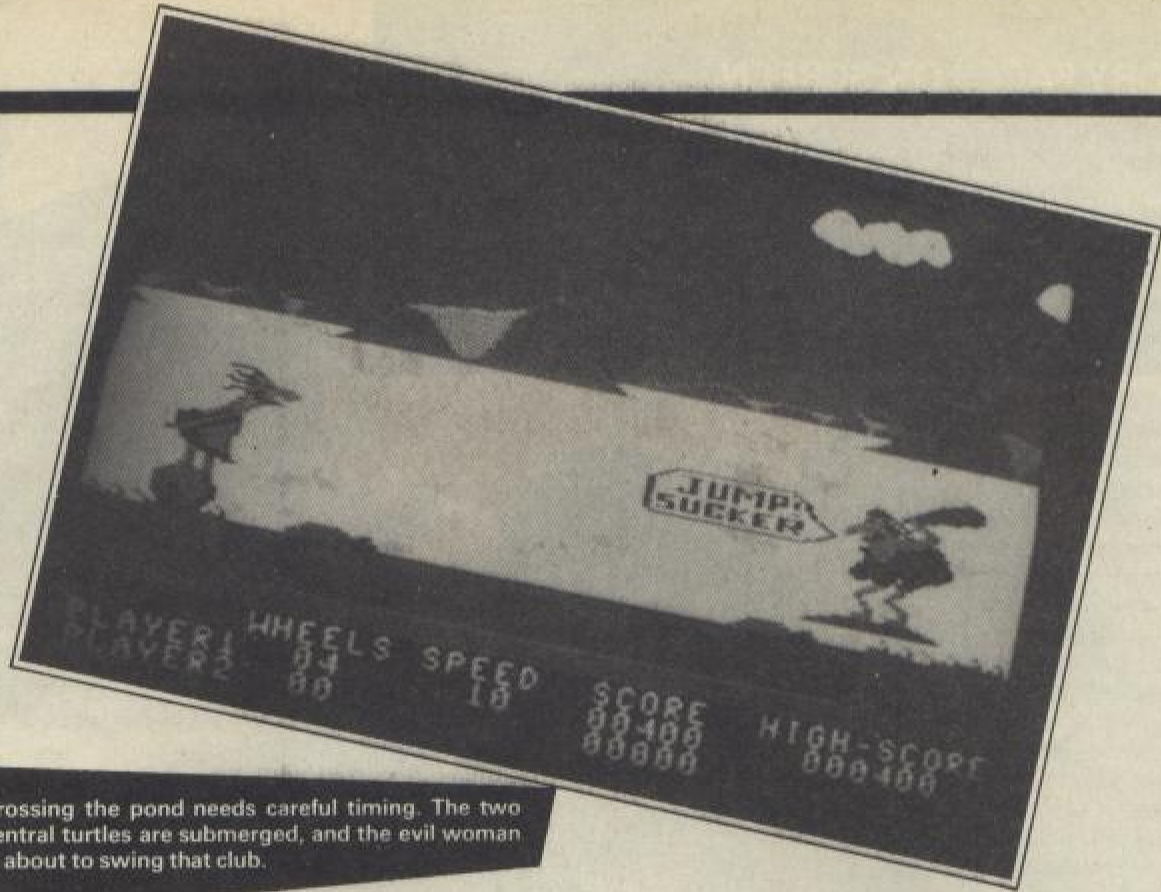
Any mishap along the way naturally causes Thor to come crashing off his stone wheel. But he has a total of four at his disposal and can continue each time disaster strikes from where he left off.

Once the course is completed, the whole thing is repeated, but at a higher minimum speed.

Much of the appeal of the game is in the graphics which were very original when it was first released. Although the backgrounds are fairly unsophisticated, the sprites are large and well defined, nicely capturing the character of their cartoon counterparts.

However, sound is unimaginative and repetitive, and had me retching, sorry, reaching for the volume control.

GP



Crossing the pond needs careful timing. The two central turtles are submerged, and the evil woman is about to swing that club.



This is an instantly appealing game, but one that lacks any great lasting interest. Once completed there isn't much to come back to - only your speed changes. It's certainly enjoyable while it lasts, but it's just too easy - I was able to complete it after only a few games.

WEB DIMENSION

Activision, £10.99 cass, £19.99 disk, joystick only

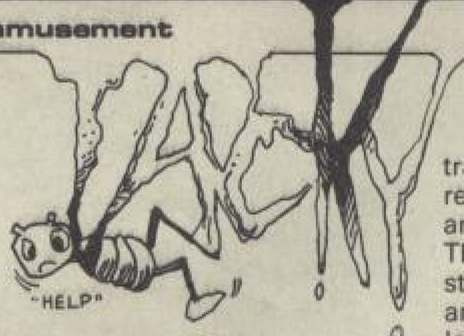
● Disappointing musical amusement

This somewhat strange program is a mix of puzzle, music and light which is intended more as an executive time waster than as a game in its own right.

The web in question is in 3D perspective stretching away to the back of the screen. On it appears a musical note which you control and enlarges to a cluster when the fire button is held down. Also on the web appear creatures which move about following different but regular patterns.

There are six creatures on the web at one time and you have to touch each one with your cluster of notes to paralyse it. The webs take two main forms, one in which the creatures leave a trail and one in which you leave a trail.

Both trails are fatal to you so you must avoid them depending on which of the two is in operation at the time. Collision with a trail will send you back to the start so that you have to freeze all the creatures again.



When the beasts are leaving a trail it will disappear when they reach the end of their pattern and double back on themselves. The best way to stop them is to stop at a junction of web lines and let them hit you. When you leave a trail you can just run into them anywhere.

At the end of each of these webs you get a musical and graphic interlude which changes as you progress. The patterns which the creatures follow also change from turn to turn.

Getting around the web is a little tricky at first since the junctions and directional control are complicated.

There are no lives or end to this game it just goes on and on until you switch it off.

BW



Intrigued by the game's description I loaded the 'experience' with great expectation and was horrified with the result: one boring screen with six different things trundling about. All you have to do is run into the things without going into their trails. This is then followed by the same screen only this time you run into the things without crossing your trail. There is no score or aim to the game and lives are unlimited. A stupendous soundtrack does not compensate for a hugely boring game. An advanced stage of rigour mortis set in during the first game and I haven't been back to it since.

It's got immediate appeal, cute graphics and an amusing scenario and there are several tricky hazards to be negotiated before you can rescue your loved one. However the game's long-term appeal is rather dubious, getting rather boring once it has been completed. A good tune would have perked it up no end - as it is the sound is barely adequate.





Nine stages of hazards

Stage one is simply a matter of leaping over rocks and holes in the ground. In stage two you also have to duck to avoid overhanging branches.

Stage three requires crossing a river. Here the evil Fat Broad pounds the ground with her club, urging you to cross the river on the backs of turtles with the encouraging words, displayed in a speech bubble, 'JUMP SUCKER'. Success is a matter of timing your passage to avoid submerged turtles and Fat Broad's club.

Next Thor must climb a rock-littered hill down which boulders are rolling. At the top more jumping is required to clear yet more boulders to try to keep pace with a Dooky Bird flying overhead. If timed correctly the Dooky Bird will carry Thor over an otherwise impassable lava pit - but only into more problems.

He must build up enough speed to jump a lake at the bottom of the hill, leaping holes and rocks on the way down. Once over the water he must slow down to avoid the falling shower of rock from a volcanic eruption.

The turtles make another appearance and this time it's a dinosaur that thwarts Thor's attempts to cross the stream. At last he reaches the final screen, jumping and ducking stalagmites and stalactites to eventually receive a kiss from his loved one.

The original cartoons were very funny, and Thor's wheeling animated form captures some of that humour. After that the game becomes disappointing. The repetitive nature of the sections makes it boring after a few plays as you bounce over the same old obstacles. Some sections provide more variety but on the whole they are too easy - the only problem on successive runs is increasing speed. Cute and wonderful to start with but it won't keep your interest long.



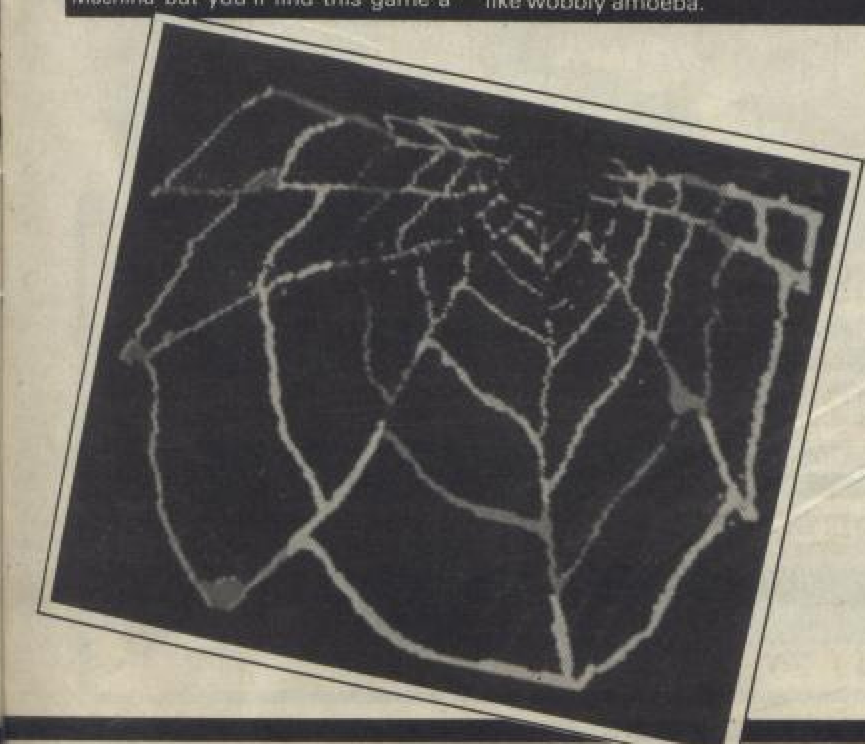
PRESENTATION		**ORIGINALITY**	
71%	Hi-scores, screen shots in instructions.	61%	Some pleasing cartoon touches.
GRAPHICS		**HOOKABILITY**	
71%	Nicely capture the cartoon atmosphere.	72%	Easy to get into.
SOUND		**LASTABILITY**	
40%	Jumping noise and short little ditties.	51%	Unfortunately it's quite easy to finish.
VALUE FOR MONEY			
57%	US software showing its age again.		

GENE MACHINE

The creatures in *Web Dimension* take the rough form of a Darwinian evolutionary cycle moving from atoms, through molecules and ova to foetuses and finally a full blown astronaut.

This concept was used in *Deus Ex Machina* but you'll find this game a touch more tasteful, except for the wiggly things which we are convinced are sperm and not the claimed germs.

Some of these biological sprites are nicely animated as they weave around the web, particularly an egg-like wobbly amoeba.





As games go it has to be said that this won't interest you for long. However as a thing to doodle with while you try and relax or take your mind off something else it does have its merits. The music is impressive although the graphics weren't the stunning revelations I was expecting. On the whole the program is more of a failed game than an attempt at entertainment software and I can't see it being a success.

PRESENTATION		**ORIGINALITY**	
75%	Presented as an entertainment rather than a game.	64%	In some ways similar to the arcade game Amidar.
GRAPHICS		**HOOKABILITY**	
54%	Evil looking web but little else.	42%	Control is awkward, and play not very addictive.
SOUND		**LASTABILITY**	
81%	Terrific tunes but repetitive at times.	32%	Action lacks variety and seems ultimately pointless.
VALUE FOR MONEY			
27%	Very little to offer apart from the music.		

ZZAP! TEST





The white thing isn't a dolphin, or a Chinese kite - it's a ghost. Look out.

SHADES

Durell, £8.95 cass, joystick needed

● **Flawed 3D arcade-adventure**

No, Durell haven't gone into sunglasses - the game title refers to the phenomenon of people vanishing from one location and then reappearing elsewhere.

Fully animated graphic adventures are very popular with most people at the moment, including me. Reading through the instructions as the program loaded, *Shades* sounded interesting. 'You must rid Arulan of the evil that is at work . . . fighting through the land . . . struggling against the traps and monsters . . .' Yeah, great!

After entering one of three skill levels, you are given a map of Arulan to study on screen while the rest of the program loads. And a very nice map it is too.

Once loaded though, you notice that the game's graphics aren't quite up to the quality of the map. The backgrounds and sprites are crude, as is the animation, (your character tends to slide his way along.) The sound is even less impressive.

Basically the program allows you to explore various locations (64 in all) using joystick control, and then carry out various actions selected from a menu. As you wander through Arulan you will find objects to be taken, dropped and used (there are over 30) and an inventory is affected accordingly.

Monsters and magical creatures also lurk in the land, making your task that much more difficult. These can be attacked and hopefully killed, thus increasing your experience (as does collecting certain objects).

However fighting such evil beings takes its toll in the form of a depleting 'physical state' bar at the bottom of the screen. If this bar goes too low, it won't replenish and you soon die.

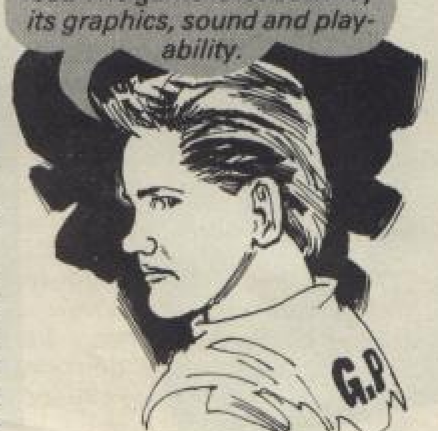
At times you are affected by SHADES which cause you to return to an earlier location. This can prove very annoying when it occurs frequently, especially if you get quite far. Traps and secret doors are to be found, but only if you press the correct keys. Several 'searches' are sometimes required as these are not always found instantly.

There's also a crossbow and bolts lying around, and if you are lucky enough to find them, they can be activated via the fire button. If you lose one of your three lives, any objects you were carrying are scattered amongst the land in true *Valhalla* style.

Playing this game requires perseverance and will tax even the hardiest arcade-adventurer. Mapping is possible, even though the game is slightly different every time you play. But combining joystick with keys is awkward, especially since movement is through joystick only and fighting is with the keyboard. Flitting between the two whilst all action is taking place in real time, is difficult and incredibly quick thinking and reactions are required.

GP

The idea behind it is a commendable one, though not totally original. Unfortunately between realisation and coding something was lost. The game is let down by its graphics, sound and playability.



Don't be misled by the cassette blurb - although being a 3D, animated, real time adventure, this is a very slow, badly animated Valhalla variant. Frustration sets in when you are fighting, searching for traps and picking up an object whilst being gobbled by a monster. Although designed to appeal to both arcade adventurers and adventurers alike, this hasn't enough interest and quality to attract buyers from either group. Unless you loved Valhalla, don't get it!





This is one of those unfortunate games - a real time adventure. The attacking of monsters means you don't have time to think and work out clues. So either you die a lot or you don't achieve much progress. The other major problem is trying to use both joystick and keyboard at once - always difficult unless you've got a friend to help. The lack of reward is another annoyance with little in the way of startling discoveries to keep you going. Worst of all are the Shades which move you around randomly at very inconvenient moments. Perseverance will be needed to gain any pleasure from Shades and I fear most people won't have the patience.

PRESENTATION
69% *The instructions sound very exciting.*

GRAPHICS
42% *Some nice sprites but boring locations and poor animation.*

SOUND
35% *Occasional buzzes and hums.*

ORIGINALITY
64% *Unusual mix of adventure and arcade.*

HOOKABILITY
24% *It will take a long while to get into.*

LASTABILITY
48% *64 locations - plenty to do if you can stick with it.*

VALUE FOR MONEY
37% *Not enough arcade or adventure to be satisfying.*


BRIAN JACKS
SUPERSTAR
Challenge
"Winning's not the most important thing – it's the only thing"
Brian Jacks, world famous Judo and TV Superstars champion made it very clear.
"It better be good," he said.
We didn't feel like arguing the point, so we just got to work.
The result is one of the most exciting, addictive and challenging games you will ever have attempted.
We feel it only fair to warn you though – challenge Brian Jacks to anything and YOU'D better be good!
Brian Jacks challenges you to these eight events:
★ ARM DIPS ★ SQUAT THRUSTS
★ CANOEING ★ CYCLING
★ FOOTBALL ★ SWIMMING
★ ARCHERY ★ 100 METRES
Available from all leading software retailers OR order today by mail.
CBM-64 £8·95 fast load cassette £12·95 disc
48K Spectrum/BBC-B/Electron/Amstrad £7·95
prices include VAT & p/p
martech
Martech is the registered trade mark of Software Communications Limited
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE: (0323) 768456 TELEX: 87465 EXIM Brighton
48K SPECTRUM · COMMODORE 64 · BBC 'B' · ELECTRON · AMSTRAD

BOUNTY BOB STRIKES

US Gold/Big Five, £9.95 cass, £14.95 disk, joystick only

- **Incredibly addictive 25-screen platform game**
- **Hoists, suction pumps, transporters, pulverisers**

This is the successor to the first ever platform game, *Miner 2049'er*, and stars the same character Bounty Bob.

It follows the same basic pattern as the original where Bob (what taste in names these people have) walks and jumps around platforms and has to cover the whole floor area of each screen.

As before it is set in Bob's mine where the evil Yukon Yohan has dumped radioactive waste and turned all the cute, furry animals, who had stored their food in the mine, into deadly radioactive mutants.

Initially it looks like an unoriginal follow up, but as you progress you realise the amount of work that has gone into the program and just how difficult and addictive it really is. The high score table and special functions round off an excellent package and when you hear that it took the programmer two years to produce you can well believe the complexity involved.



No frills spared

Part of the greatness of this game lies in the special features that you have to discover. The most important are special messages that tell you how to jump levels in the game. There are six of these messages but you'll have to find them for yourself. Once you have, it'll save you a good deal of boring repetition on the early screens.

Also on the options screen is a Special Code function which is a number you can set between 0 and 65,535. US Gold say it's to allow the programmers to toggle around inside the game. Exactly what it does is anybody's guess - we envisage quite a few hackers trying to find out!

Finally there's an amusing routine which allows you to 'dial' (ie type-in) the telephone number of Big Five software when you need emergency help. We make no guarantees you'll get it, mind. . . .

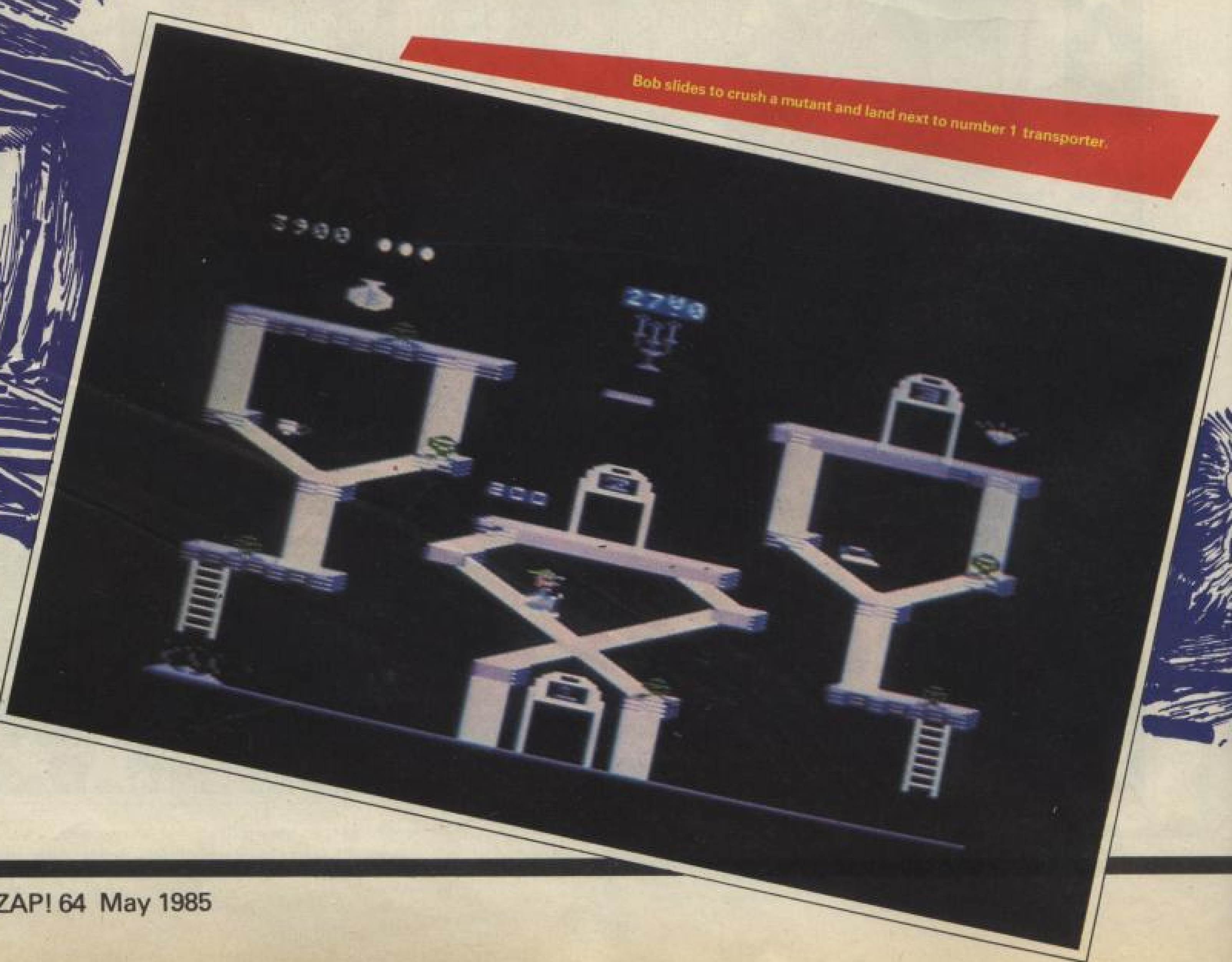
These mutants are all over the screen and can only be destroyed by jumping through one of the numerous household items which makes them vulnerable for a few seconds. This calls for good timing.

You can get around screens by a number of methods, the most obvious of which is jumping. This is variable so that once you have jumped upwards you can time when to move left or right for a long or short leap.

However on some screens there are alternative transports like matter transporters, hoists, slides and suction units. The last of these is a pipe through which you get sucked and sometimes is reversible. All these movers can often drop you into trouble though.

Later screens - there are 25 in all - get really tough with diabolically positioned platforms and nasty dangers such as cannons, pulverisers and even acid rain.





Bob slides to crush a mutant and land next to number 1 transporter.



Bounty Bob strikes back with a vengeance in this fantastic follow up. Appearances can be deceptive, and that certainly holds true for this game. The high score feature is brilliant, and is the first instantly appealing point. Th e game itself needs some playing before discovering the finer points, such as the special messages. Once struck by this game though, you won't recover.





Just try picking your way through this screen!

SBACK SIZZLER



US Gold themselves apparently haven't managed screen 25 yet - even when they start at 24!

The title screen has birds picking up letters and making them into words while the incredibly slick high score function has a factory where you can bulldoze the letters of your name into place on a conveyor belt or delete them with a mobile suction cup! Once you've entered your name your score is physically lifted onto the table by the birds who shuffle the scores around as on the title screen. Any score that drops off the table is bulldozed into a lump and booted off screen by Yukon Yohan.

BW

A Government health warning should be issued with this. From when I first started playing the game I was instantly hooked. Now, two days later I have hot and cold flushes, shaking limbs and hallucinations if I don't have a game for an hour. Although the graphics aren't stupendous, there is something in it which will keep video gamers frustrated and tantalized for weeks and weeks. This is one of the all time platform classics, and knocks spots off its predecessor. Buy it at your peril.



Another Zzap nap!

We cheated slightly to bring you this sizzling review as early as possible. You see, the 64 version of *Bounty Bob* wasn't going to be available until way past the press deadlines of the magazine. But US Gold promised us that the Atari version was 100% identical, so that's the version we reviewed.

It's possible that graphically you'll notice miniscule differences to the Atari screen shots published here. But we don't think the game will be one iota less addictive on the 64.

Rating	Score	Comment
PRESENTATION	93%	Brilliant high score table and title screen.
ORIGINALITY	42%	The usual thing with lots of new features.
GRAPHICS	68%	Very much the same as Miner 2049'er.
HOOKABILITY	91%	The great, wacky action forces you to play 'just-one-more-game.'
SOUND	62%	Harmless title tunes and wibbly-wobbly sound effects.
LASTABILITY	93%	25 screens which just get better and better.
VALUE FOR MONEY	89%	May well be as successful as its predecessor.

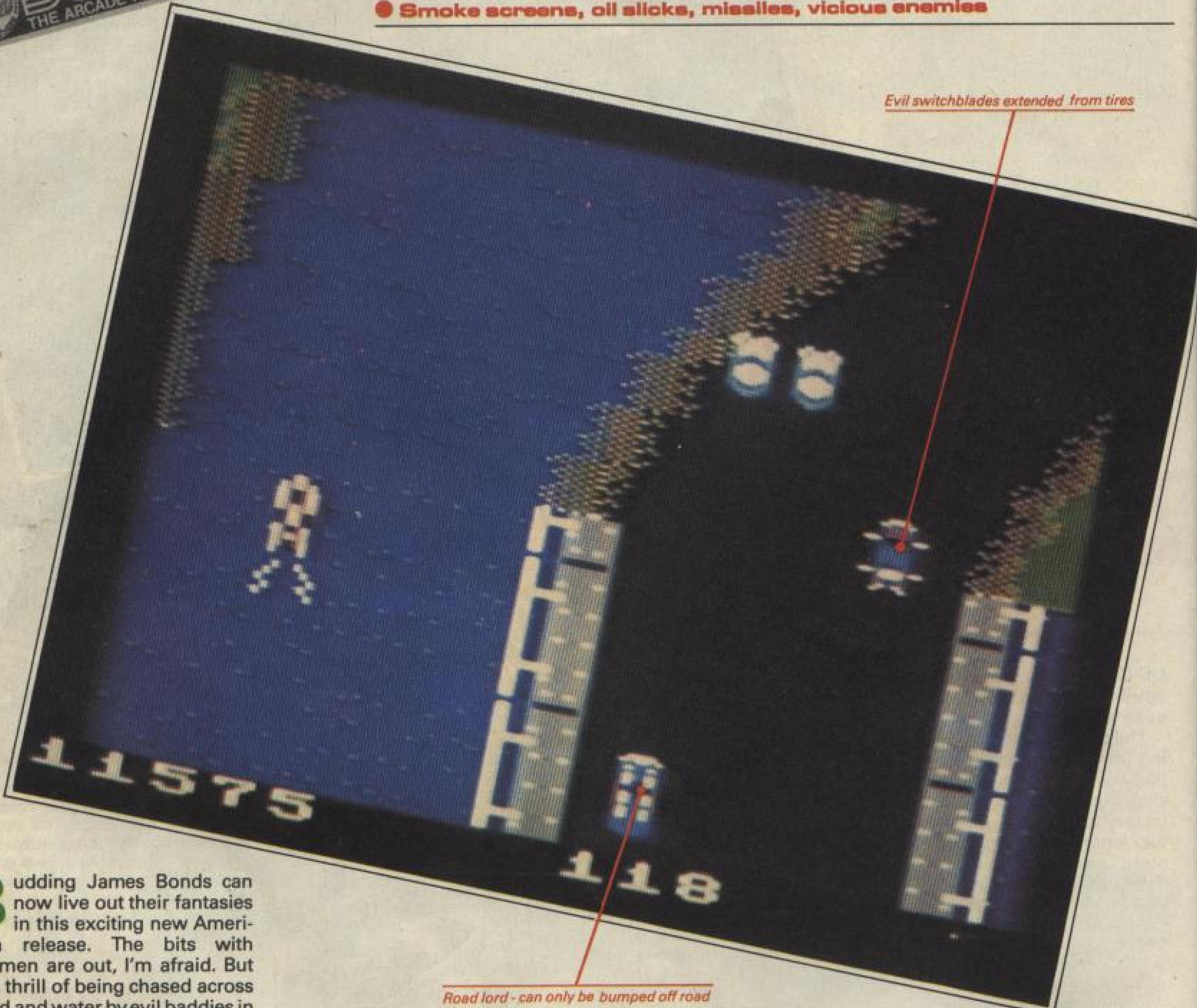


SPY HUNTER

SIZZLER

US Gold/Sega, 9.95 cass, 12.95 disk, 2 joysticks or keys

- Superb arcade feel as you smash cars off the road
- Smoke screens, oil slicks, missiles, vicious enemies



Budding James Bonds can now live out their fantasies in this exciting new American release. The bits with women are out, I'm afraid. But the thrill of being chased across land and water by evil baddies in their sleek, deadly craft, while blasting and bumping anyone and anything that gets between you and a high score, is most definitely in.

All this action takes place on a vertically-scrolling plan view of the landscape. A weapons van pulls up on the side of the road, allowing your spy car to roll out onto the road, armed at first only with machine guns . . . and you're off!

A counter reading 999 ticks away at the bottom of the screen, and during this time you have an unlimited supply of cars. Once the timer runs out though, you only have one extra life. Others have to be earned. Extra cars are awarded every 10,000 or 20,000 points, depending on which level you select before play (novice or expert).

Points can be earned by either shooting, or bumping, enemy agents off the road or just by staying alive. Some enemies can only be bounced off the road to earn points, others both shot and bumped (See panel). As well as enemy vehicles, there are a few of your own side that shouldn't be shot or bashed — it temporarily halts your amassing of points and besides, it's bad form.

As you race along the contin-



What a fantastic conversion this is - it has all the action of its arcade daddy and even the tremendous music. The car crashing, tyre blasting, boat bumping excitement has the same feel as the real thing and equal addictiveness. The different sections of track and terrain add to the game as do the variety of diabolical weapons you can pick up. The only slight disappointment is that you lose the music sometimes when you die and this detracts from the atmosphere.

+++ TOP SECRET +++ OFFICIAL DOCUMENT +++

From: Mission control
To: Prospective spy hunter

As one of our top agents, you will need to be familiar with all forms of enemy agent encountered during your mission and the weapons at your disposal. The following is for your eyes only. Once the information has been digested, digest the information. This piece of paper must be torn up and eaten.

THE ENEMY: On Land.
The Road Lord. Makes a more frequent appearance later in the game. Doesn't represent any real threat. Is bulletproof, and therefore can only be rammed off the road to score. Value . . . 150 points
Switch Blade. Highly dangerous adversary. Has extendable buzz-saw hubcaps to slash cars — especially yours. Beware of being sandwiched by two or more 'Blades'. Value . . . 150 points
The Enforcer. Makes very brief appearances — but when he does, it proves nasty. Fires a shotgun and misses rarely. Value . . . 500 points
The Copter (Mad Bomber). Drops bombs onto spy car. Extremely aggressive and can ONLY be killed with the missiles supplied by the weapons van. Value . . . 700 points

THE ENEMY: On Water.
Barrel Dumper. Drops barrels in water ahead of spy boat. Shoot or ram to kill, and watch out for the barrels. Value . . . 150 points
Doctor Torpedo. This vicious character delights in firing torpedoes at you. Attempt to avoid the oncoming torpedoes, and the doctor himself. Get behind him, and give 'im a taste of his own medicine. Value . . . 500 points

YOUR WEAPONS
Machine gun. You are armed with this from the start — but it is effective only against cars or boats ahead of you.
Oil slick. Makes an enemy behind you skid off the road.
Smoke screen. Blinds an enemy to the rear, forcing it off the road.
Missiles. Essential for destroying the helicopters.

DO NOT shoot or ram motorbikes, small blue cars or the weapons van, as these are on your side!

Good luck on your mission.

ually changing terrain, you will meet forks in the road, cross bridges and hit a stretch of icy road, making your car harder to control. All this must be dealt with whilst the enemy tries its best to dispose of you.

Fortunately, you have luck (well, more like other agents) on your side, in the form of other, more sophisticated weapons. Along the way you pass weapons vans on the side of the road, marked on top with a symbol representing the type of weapon they carry. Once you're past, they give chase, dropping ramps for your spy car to drive up.

If you can make it inside, the van will pull over, stopping to equip you with an extra weapon. This is where the second joystick comes in, as it is used to fire your additional hardware (see dossier).

At some point in the course, you will come to a waterway, preceded by a 'bridge out' warning. If you are foolish enough to ignore this, you will find yourself in deep water — literally.

However on entering the boathouse at the water's edge, your car is instantly transformed into a high powered amphibious vehicle. Your problems don't ease up though as the river also contains enemy boats. It's possible to return to the road by way of another boat house.

Control of the car is via joystick or keyboard, the former being the preferable as the keys are awkward, and misplaced unless you have three hands.

The sound effects are good and very appropriate, as is the music played during the game. Graphically the game is by no means outstanding, but the graphics are an effective reproduction of those in the arcade version. GP

Fans of the arcade game won't be disappointed with this version. The graphics and sound are on a par to the original, including the great atmospheric tune. But the most outstanding thing about this conversion is that the 'feel' of the game has been reproduced perfectly - something usually lost on translation from arcade to computer. My only quibble is that to really enjoy the game two joysticks are required. Don't let that stand in the way though - get out and buy another one! Compelling stuff, reinforcing US Gold's hold on the British software market.



Here you've just been deposited by the weapons van (right)

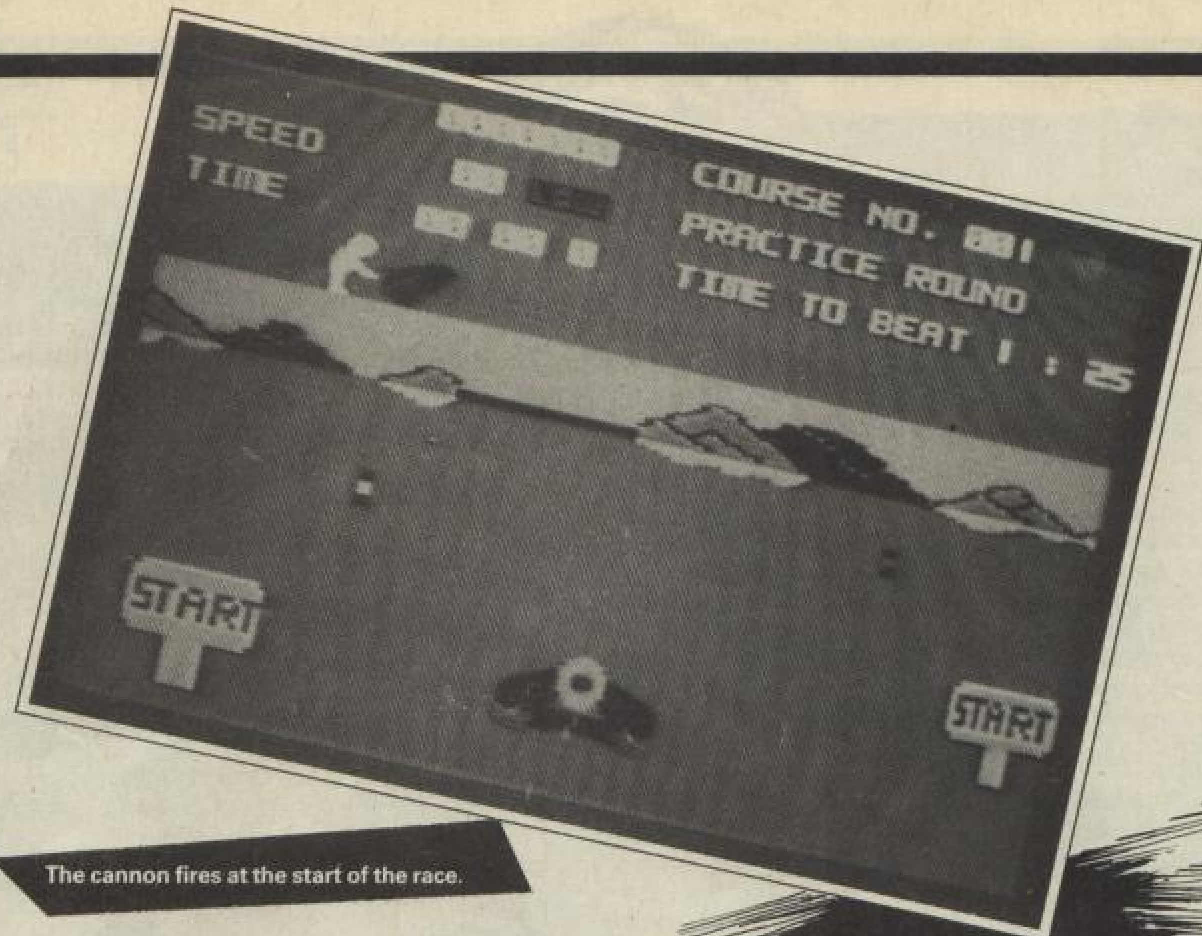


The superb arcade blast-em, bump-em, crash-em all action shoot-em-up explodes onto your screens with this ace no-holds-barred conversion. This clone has every feature of its arcade counterpart and also plays just as well. Smooth scrolling, fast graphics and that great tune give frenetic gameplay. This is a must for any shoot-em-up addict's collection.

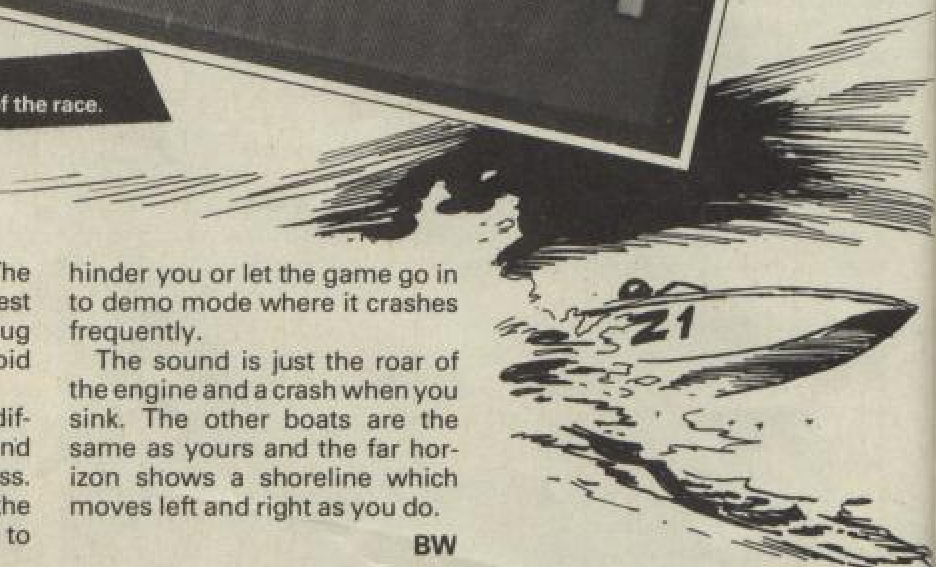


PRESENTATION 61% No high score feature or 2-player option	**ORIGINALITY** 67% New features plus elements of other games
GRAPHICS 66% Simple scenery, small cars, but smooth movement	**HOOKABILITY** 91% Grabs you immediately - great playability
SOUND 73% Great atmospheric tune, simple effects	**LASTABILITY** 87% Helicopters, ice, and lethal foes on higher levels
VALUE FOR MONEY 87% Another truly addictive title from the US	





The cannon fires at the start of the race.



This is a water born version of *Pole Position*, with speedboats instead of cars and a lake in place of the race track.

You have to guide your boat around 20 courses, firstly in a qualifying round and then in a main round, beating a set time on each run in order to continue. The courses are marked out by a series of poles, occasionally marked with a direction arrow to indicate the curve of the bend ahead.

Other boats are also on the course and will do their best to get in your way and cause you to crash or force you into the poles or off the course.

Your boat has two gears and a top speed of 110. You accelerate by pushing the joystick forward and decelerate by pulling back. The fire button changes gear.

Once on the course your boat responds very sharply to left and right movements and this will take a while to get used to. The corners provide the biggest hazard and you will have to hug the edge of the course to avoid the oncoming traffic.

The 20 courses increase in difficulty getting narrower and more twisty as you progress. You can practice on any of the routes without other boats to hinder you or let the game go in to demo mode where it crashes frequently.

The sound is just the roar of the engine and a crash when you sink. The other boats are the same as yours and the far horizon shows a shoreline which moves left and right as you do.

BW

AQUA RACER

Bubble Bus, £6.99 cass, joystick only

- **Pole Position at sea**

With all the duff versions of Pole Position *around it's nice to see this one with a new slant to it and lots of difficulty. There are one or two things that could be improved though. The course wants to be more clearly defined and some of the graphics and sound effects at crashes could be enhanced. The movement of the boat also needs to be made a little less sensitive to stop you careering all over the place.*



A Pole Position *with a rip-roaring burn around a power boat track. Rather unconvincing graphics and no real feel to the steering don't give much realism to the game, although the 3D effects are quite reasonable. Twenty courses add variety but they are all pretty similar with thinner and more twisting tracks increasing the difficulty levels. Still, the game rises above most in its class.*

Learning the courses

The real value of the game is in the increasing difficulty of the courses. They present a strong long term challenges since you have to first familiarize yourself with the bends and then improve your technique till you can beat the time.

This means that just another Pole Position rip-off justifies itself by being tough enough to threaten any driving experts, particularly since the other boats home in on you by appearing in your path and swinging slowly after you if you move.

Rating	Score	Comment
PRESENTATION	64%	The instructions are sparse but adequate.
ORIGINALITY	42%	Pole Position in water.
GRAPHICS	65%	Fast 3D action, but the boat movement is jerky.
HOOKABILITY	58%	Control is touchy and off-putting at first.
SOUND	58%	Just engine noise and crashes, but a nice starting tune.
LASTABILITY	68%	20 courses, the later ones almost impossible.
VALUE FOR MONEY	66%	Enjoyable action for water sport fans.

Well, well, well, what does this turn out to be but another Pole Position *derivative, albeit an above average one. This time the race is set on a lake with appropriate graphics and unimaginative sound (it sounded a bit too much like a racing car to me). I wasn't exactly overawed at first but I have to confess I found myself coming back to this one. A credible rip-off.*



This program comes from the same author as the enormously successful *Foot-ball Manager* and therefore promised much as a strategy game. Sadly the promise hasn't really been fulfilled.

You are placed in the role of a budding Kevin Toms, Tony Crowther or Jeff Minter who wants to get to number one in the charts and be famous. You start with one game appropriately called Software Star, which you have to sell in order to get to number one to attain stardom and profit.

ADVERTISING PATH TO SUCCESS

The advertising section of the game is the most crucial and will determine your success or failure. Deciding when to really push a game is judged by three main factors.

In the winter months the market is very large so plenty of advertising can reap big rewards, whereas the summer is a bad time to spend a lot of money.

Games also have a limited shelf life and after four or five months won't be selling enough to justify advertising them. Finally, quality will also affect your policy since good programs will be worth selling hard and even a mediocre one can be hyped to the top of the charts.

Fans of Football Manager *will find this an exceptionally disappointing follow up. This is just a simple strategy game with little control over what you really want to do. With not much real action going on in this one, this is perhaps a game for a boring, rainy Sunday.*



SOFTWARE STAR

Addictive Games, £7.95 cass, keys only

● **Simple strategy game based on micro industry**

Each game costs £10,000 to launch at which time you can start development of another program. The quality of the software improves as monthly development continues until it is ready for launch and the critical gaze of the reviewers.

Marketing the game is your next task where you have to try and improve productivity, sales, public image and advertising to make your brainchild a best-seller.

Productivity can be boosted or harmed by incentives, discipline or inaction, while your sales force can spread its attentions between four areas of the country. Your image can also be improved or damaged by being honest or hyping.

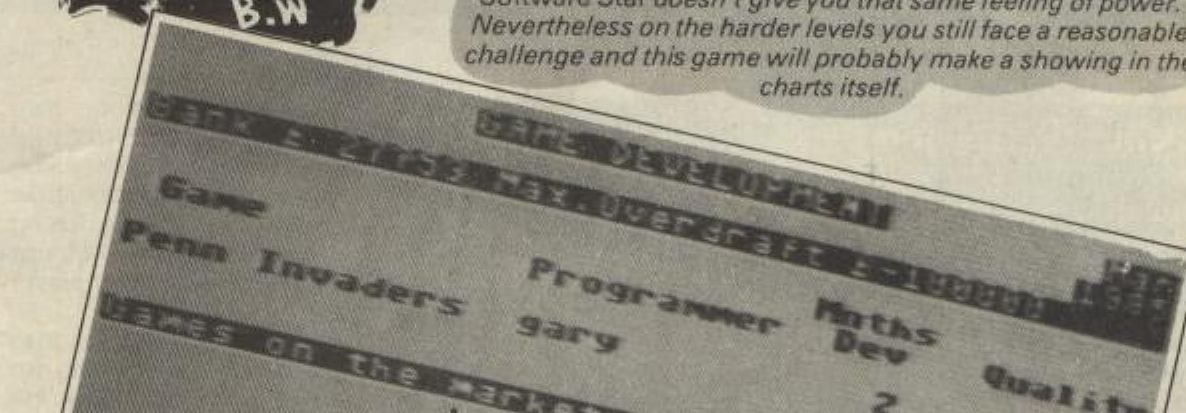
Now all you can do is sit back and watch your games climb up the charts. If sales are high enough you'll match your overheads and make a profit. If you fail to make your profit target two years in a row you'll be sacked.

Your other aim is to achieve ten months of stardom, which is done by keeping your games in the top three. Once you reach ten you are set a target of 20 months, then 30 and so on. As with *Football Manager* there is a save game option allowing you to play some very long games.

BW

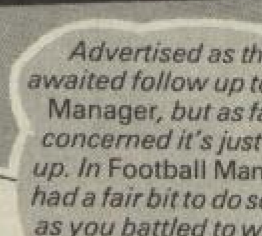


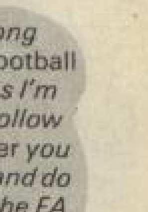
Many software houses will wish that their job was as easy as in this game because you spend most of your time just hitting the return key. The excellent presentation covers lots of interesting areas but it just doesn't give you enough to do. The most exciting thing is watching your games flip up the charts but even that pales after four or five number ones. In Football Manager *you felt like you were really controlling things but* Software Star *doesn't give you that same feeling of power. Nevertheless on the harder levels you still face a reasonable challenge and this game will probably make a showing in the charts itself.*



The game development screen. 'Penn invaders' has only been under development two months - release it now and poor reviews are likely.

Advertised as the long awaited follow up to Football Manager, *but as far as I'm concerned it's just a follow up. In* Football Manager *you had a fair bit to do see and do as you battled to win the FA cup and become top of the league.* Software Star *seems to follow a similar pattern of ideas and it sounds interesting in the instructions, but fails to shine due to the fact that you have relatively few decisions to make.*

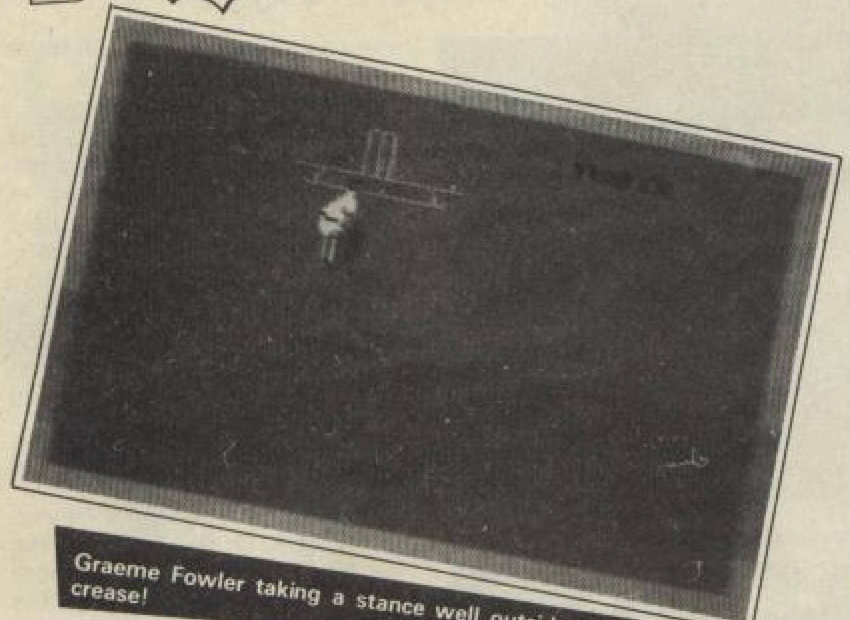




PRESENTATION 82% The screens are very well laid out.	**ORIGINALITY** 68% A new idea for a business simulation.
GRAPHICS 15% There is no real graphic action.	**HOOKABILITY** 48% Some initial fascination to reach number one.
SOUND 3% Only a few beeps as the chart is formed.	**LASTABILITY** 41% Not enough to do to keep you hooked.
VALUE FOR MONEY 43% Not nearly as good as Football Manager.	



ZZAP! TEST



Graeme Fowler taking a stance well outside the crease!



This is a fine attempt at cricket on a micro and in a two player game will demand plenty of skill and hectic activity. Playing against the computer is less of a challenge once you have sorted out the cheat methods, but it gives you a chance to knock up some ridiculous scores. The graphic flicker of the bowler as he runs makes him look like he has a crab in his cricket box. As with all sport simulations, if you like the real thing you'll probably enjoy the computer game.



Cricket is a difficult game to put onto a micro and this simulation has some very interesting features to it. You play a 60 over match against either the computer or another player, although fatigue and lack of concentration ends most games long before then.

for determining the angle and height of the bat and also the batsman's position on the wicket.

Once the batsman has played his shot, an overhead view of the field is given showing the eleven stickman fielders.

The player controls any of the eleven fielders if bowling or the runners when batting. At this stage you can be caught if the ball is between one and eight feet high when fielded, or run out if the ball is returned while you are out of your ground.

Other features allow you to move fielders around between balls and select village, county or test match skill levels. **BW**

TIM LOVE'S CRICKET

£8.95 cass, Peaksoft, 2 joysticks needed

●Cricket simulation with unusual features

Look out for the googlies!

When playing against the computer there are one or two quirks which allow you to produce some very unlikely scores.

Firstly if you concentrate on hitting balls in one half of the field you can draw fielders out of position, so that they gradually can be distributed in the other half of the field, leaving a clear area to hit into.

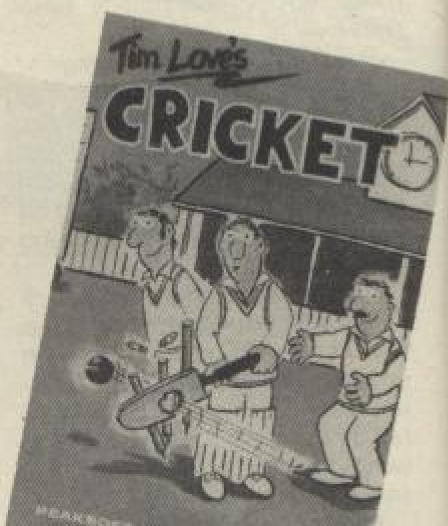
There is also a bug whereby very infrequently two fielders get stuck going for the same ball and you can pile up an infinite number of runs. The only way out of this is to load the game again.

When bowling against the computer, if you always pitch the ball short and fast you will rapidly bowl out the opposition - as long as your aim is good. This, of course, is an accurate simulation of England's batting against the West Indies.

You can choose your own teams or be supplied with World and England elevens containing six bowlers, four batsmen and a wicketkeeper. Each has a batting or bowling skill, although these have little effect in a two player game.

If you are bowling you choose one of your six bowlers, who can be fast, medium or slow. He appears with his back towards you at the base of the screen and runs up to the crease. You control his speed with the joystick along with the direction and pitch of the ball as you release. You also control the spin and swing of slow and medium pacers.

The batsman has more to control and uses the second joystick





Tim may well love cricket, but I find it a very dull sport and the thought of playing the game on a computer struck me as even more depressing. The general presentation of the game wasn't bad and I did enjoy batting and bowling. The coarse flickery sprites and spindly fielders were crude and I feel that more could be done with a cricket simulation.

Cricket is a slow game and so is this. Even if you love cricket you could well be disappointed: flickery, crude graphics, no sound and user unfriendliness contribute to make a bad game worse.



PRESENTATION
65% *Reasonable number of options.*

GRAPHICS
42% *They're either flickery or crude.*

SOUND
4% *One thud and one boooop.*

ORIGINALITY
57%

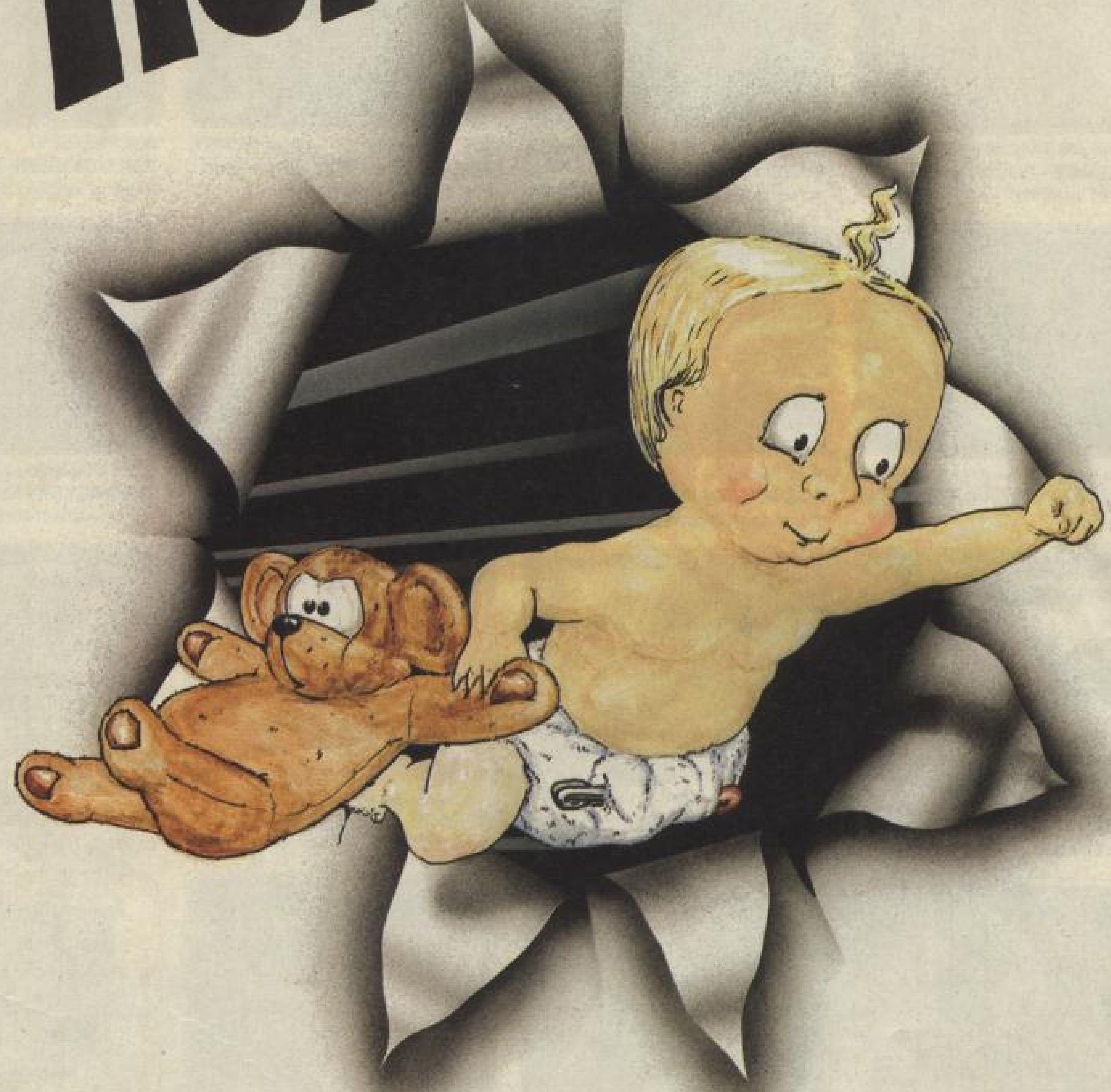
HOOKABILITY
34% *Won't convert non cricketers.*

LASTABILITY
68% *Cricket lovers could get plenty of hours' play.*

VALUE FOR MONEY
58% *Higher if you really like the sport.*



Herbert's



Dummy Run

Trouble In Store for Herbert

Spectrum 48K £9.95

Commodore 64 £9.95

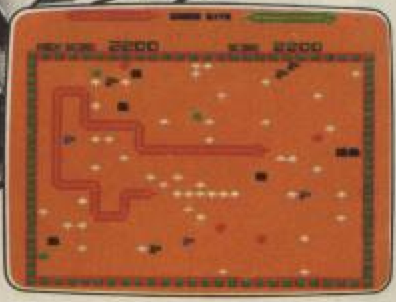
Amstrad CPC 464 £9.95

MIKRO-GEN

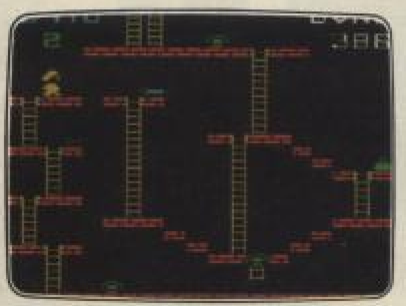
44 The Broadway, Bracknell, Berks. 0344 427317

SILVER RANGE

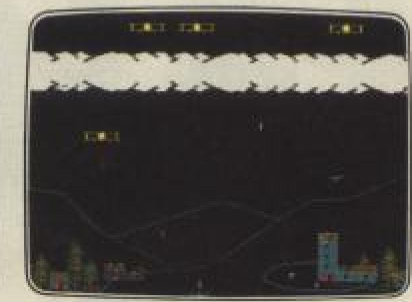
Seeing i



001 Arcade VIC 20 (UNEXPANDED)
SNAKE BITE – Simply the slitheriest game of its kind.



002 Arcade, VIC 20 (UNEXPANDED)
MICKEY THE BRICKY – Four screens packed with fun.



003 Arcade BBC MICRO B
BIRD STRIKE – Wing the planes and shoot the pigeons.



004 Arcade BBC MICRO B
GOLD DIGGER – The hazards of digging for gold down under.



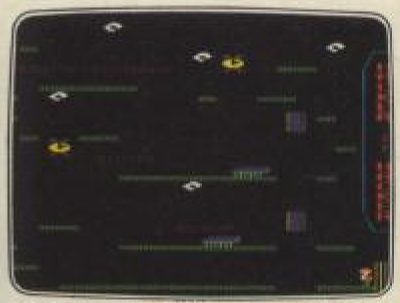
005 Arcade BBC MICRO B
DUCK! – Comedy and music in this duck shoot.



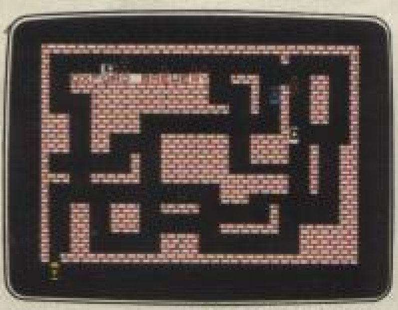
013 Arcade BBC MICRO B
ACID DROPS – Fly through to tackle the mutant spinners.



022 Arcade BBC MICRO B
ESTRA – Recover the sacred statue of Estra the snake god.



023 Arcade/Strategy BBC MICRO B
THE HACKER – Terminal to modem, telephone network to mainframe.



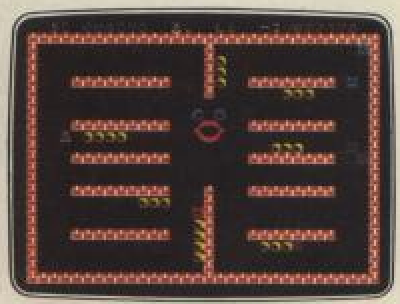
006 Arcade SPECTRUM 16K/48K
RUN BABY RUN – Multi-car cop chase and shoot-out.



009 Arcade SPECTRUM 16K/48K
TERRA FORCE – Terra man defends earth against all odds.



010 Arcade SPECTRUM 16K/48K
MENACE – What happens when teacher turns his back.



021 Arcade SPECTRUM 16K/48K
CRAZY CAVERNS – Ten crazy caverns, ten hungry mouths to feed.



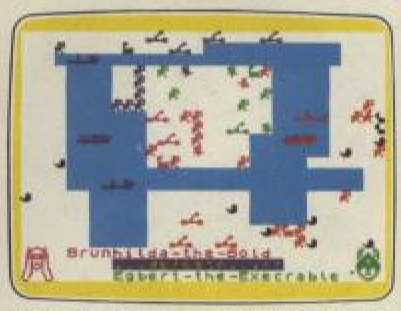
007 Arcade SPECTRUM 48K
EXODUS – Strange creatures emerging from the pits.



014 Arcade/Strategy SPECTRUM 48K
MR. FREEZE – Six compartments, each tougher to de-ice.



016 Arcade Adventure SPECTRUM 48K
BOOTY – Twenty holds crammed full of pirate loot.



008 War Game SPECTRUM 48K
VIKING RAIDERS – A test of strategy against the computer or friends.

SCREEN PRINT SERVICE

SINCLAIR SPECTRUM AND BBC MICRO B USERS ONLY

Notice the quality of printed screens on the front of our Silver range packs. If you are a computer artist we can offer you hard copy of your creations in the form of:

12" x 9" FULL COLOUR PRINTS by ink jet printer. These are available in two formats:

1. PAPER – £6.95p each, or 2. LAMINATED (Board-backed) – £9.95p each; both prices inclusive of VAT and postage.

Send your saved screen on cassette or disc (state border colour, if Spectrum) with a crossed cheque/PO made payable to FIREBIRD SOFTWARE, to the address below. Your cassette or disc will be returned with order. Allow 14 days for delivery.

SCREEN PRINT:
***FREEPOST FIREBIRD, WELLINGTON HOUSE, UPPER ST MARTIN'S LANE, LONDON WC2H 9BR**

*No stamp required.

MAIL ORDER

Please state name of game (and machine) and numbers required.
Enclose crossed cheque/PO made payable to FIREBIRD SOFTWARE.
All offers are subject to availability.
Orders are despatched promptly. All prices inclusive of VAT and postage.

MAIL ORDER:
***FREEPOST FIREBIRD,**
WELLINGTON HOUSE,
UPPER ST MARTIN'S LANE,
LONDON WC2H 9BR

*No stamp required.

FIREBIRD SOFTWARE, WELLINGTON HOUSE, UPPER ST. MARTIN'S LANE, LONDON WC2H 9DL. TEL: 01-379 6755/5626

g is believing £2.50 each

NEW RELEASES:
MR FREEZE – AMSTRAD
THE WILD BUNCH – AMSTRAD
MR FREEZE – BBC MICRO B
ESTRA – COMMODORE 64
BIRD STRIKE – ELECTRON
THE HACKER – ELECTRON



011 Arcade SPECTRUM 48K
BYTE BITTEN – Solve the clue then play Sea King.



012 Adventure SPECTRUM 48K
THE WILD BUNCH – Accused of murder, hunt the real killer.



018 Arcade COMMODORE 64
EXODUS – Strange creatures emerging from the pits.



015 Arcade/Strategy COMMODORE 64
MR. FREEZE – Six compartments, each tougher to de-ice.



017 Arcade Adventure COMMODORE 64
BOOTY – Twenty holds crammed full of pirate loot.



019 Arcade COMMODORE 64
HEADACHE – Nervous Ned's quest to serve The Brain.



020 Arcade COMMODORE 64
ZULU – 100 golden masks hidden in a magic maze.

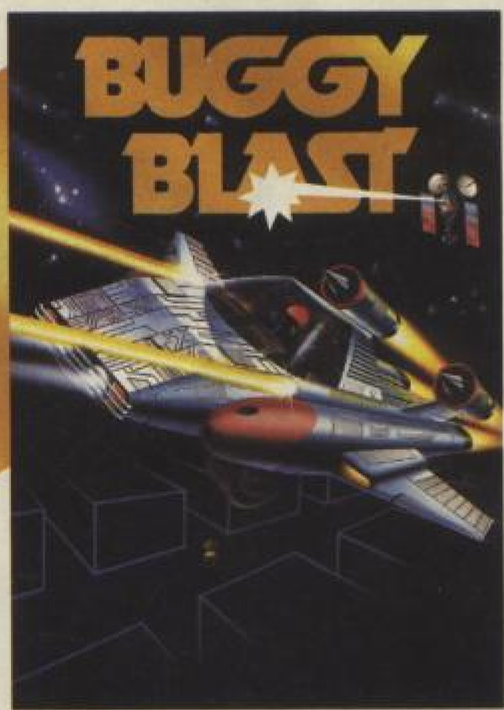


024 Arcade Adventure COMMODORE 64
GOGO THE GHOST – 150 different haunted castle chambers.



201 COMMODORE 64
DEMONS OF TOPAZ –
100% Graphic Exploration.

BOTH GOLD EDITIONS £5.95 each



202 SPECTRUM 48K
BUGGY BLAST –
Space Mission Simulation.

FIREBIRD

SUPER HUEY

US Gold/Cosmi, £11.95 cass, £14.95 disk, joystick with keys

- **Superb helicopter flight simulator**
- **Great 3D graphics, easy joystick control**



Your helicopter banks dangerously as trees and bushes flash by underneath.

Oh no. Not just another flight simulator', I thought. And I was right - this isn't just another flight simulator. It's a superb one. In which the thrill of flying low over the landscape at high speeds in a helicopter is brought to your screens with startling realism.

Personally, I don't like flight simulators much. But this one, from the author of such classics as *Forbidden Forest* and *Aztec Challenge*, has changed all that.

You control a Huey UH-1X - an experimental high performance helicopter, and there are four assignments to attempt (see panel).

Actually flying the UH-1X takes patience and time to perfect. Flying is mainly via the joystick, with the keyboard used for on-board computer commands. The computer has a large range of functions, 29 in all. These include various gauges and indicators, a compass, radar and other very necessary functions. The function keys turn on the computer, start and cut the engine, and engage the rotor.

Basically, there are two modes of joystick control: cyclic (fire button not depressed) and collective (fire button held down).

In cyclic mode, the joystick responds almost like a normal helicopter control stick, giving helicopter movement in one plane (forwards, backwards, banking right and left, and actual turning right and left of the helicopter - yawing).

In collective mode, the joystick gives up/down thrust and control of throttle for speed. Flitting between the two proves no problem, and is certainly easier than using two joysticks.

Once familiar with the Huey, landing (for refuelling, emergency or otherwise), can be performed with ease and you'll soon find yourself executing more complex manoeuvres.

Flying low and hard over the ground gives an impressive view of a speeding landscape, as trees and houses pass beneath. This is a very strong point about the game's graphics, and something that a lot of flight simulators fall down on.

The cockpit itself is graphically effective, and a nice touch is the instrumentation coming

This, to me, is undoubtedly one of the best flight simulations on the 64, for under £30. Control of the UH-1X is extremely realistic, and there's plenty of things to do once you've learnt how to fly. The effect on take off will bring back memories to those who've experienced this form of flight before - a few stomachs might bring back something too.



The four flight missions

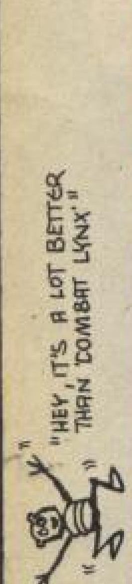
1. FLIGHT INSTRUCTION: In which you take computer controlled flight training, performing a series of manoeuvres selected by the computer. You are, however, in full control of the helicopter and so you need to know what you're doing.

2. EXPLORATION: This is where you can put some of that practice into play. You must fly a survey mission over previously uncharted territory. Use your compass and other computerised instruments to map out the terrain surrounding your base. Mountains, lakes, villages and other geographical points must be added.

3. RESCUE: One of the harder missions to complete. You must home in on a distress signal transmitted by a group of survivors in a mountainous region. Once the injured are located (using your RES receiver, COM magnetic compass and all your flying skills), you must land, perform a rescue, and navigate your way back to base. And if this isn't hard enough, the maximum number of passengers you can carry at one time, is only two.

4. COMBAT: The ultimate test for all your flying skills and know-how. Somewhere out there is a secret desert installation, to which you are assigned to protect. This is under possible threat of attack by unknown hostile forces. Enemy helicopters, ground forces and encampments, threaten your very existence. Search and destroy all with your machine guns and missiles.

PRESENTATION		**ORIGINALITY**	
86%	Excellent instruction booklet except inadquate info on missions	72%	New approach to flight simulation.
GRAPHICS		**HOOKABILITY**	
87%	The 3D flying effects are superb.	82%	Surprisingly easy to get addicted.
SOUND		**LASTABILITY**	
78%	Excellent realistic helicopter noises and a great intro tune.	92%	Four separate missions, and a massive landscape to explore.
VALUE FOR MONEY			
87%	One of the cheapest flight simulators around. A great buy.		



Like all flight simulators this may not have universal appeal because it is so complicated. It does have some wonderful action sequences though and blasting other choppers is a real feat in itself. The flying feeling is well done, particularly when you get close to the ground and the trees whizz by you at speed. The choice of missions also adds to the fun and suits both those who like killing things and those who like saving them.



alive on powering up the helicopter. The title screen at the beginning is outstanding. 3D credits float around the screen to the sound of some excellent backing music, and the bit where Paul Norman's name flies like a helicopter across the screen . . . wicked!

The sound of the Huey's rotors in motion is brilliant, giving a very effective recreation of a helicopter in flight. Other sound effects too, are very good.

The instructions with *Super Huey* are excellent. They give a run down of the Huey itself (plus references for further reading), a summary on how to fly a helicopter and step-by-step instructions on flying the UH-1X.

The latter two are definitely worth reading, as they really do prove to be an aid when flying. A complete list of the instruments is given, and the description and function of each is noted.

The latter two are definitely worth reading, as they really do prove to be an aid when flying. A complete list of the instruments is given, and the description and function of each is noted. The



Instant addiction with this superb and novel flight simulator. Flying a helicopter, I found, is a lot easier than flying an aeroplane, and more controllable too. After only a few minutes I was having an absolutely exhilarating flight over an extremely realistic 3D landscape. With different missions and, my favourite, a combat mode all I can say is watch out Airwolf, I'm coming to get you.

only annoying point about the instructions, is that there isn't enough depth on the assignments.

GP

PENETRATOR

Melbourne House, £6.95 cass, joystick only

● **Scramble variant with landscape editor**



Fighting past the rockets on the first stage.



Scramble explodes again to your screens with this 'new' release from Melbourne House. I wouldn't mind playing a good *Scramble* - I haven't seen a new one for ages - but this latest effort hasn't got anything over its predecessors other than a ripping soundtrack and a landscape edit mode.

There are five separate sectors of horizontally scrolling action before you reach the neutron bomb which you have to destroy. Most sectors are quite easy to penetrate and the rockets and radar stations are just cannon fodder, although it gets much harder second time round.

The colours used throughout the caverns are rather unimaginative and bland, and the actual rockets and radar dishes are

Melbourne House have made a backward step with the release of this game - there are too many Scramble games available and the Scramble theme is very old hat. Perhaps two years ago this would have been a real smash but today even the addition of a great soundtrack and edit mode this doesn't justify anything above an average rating.

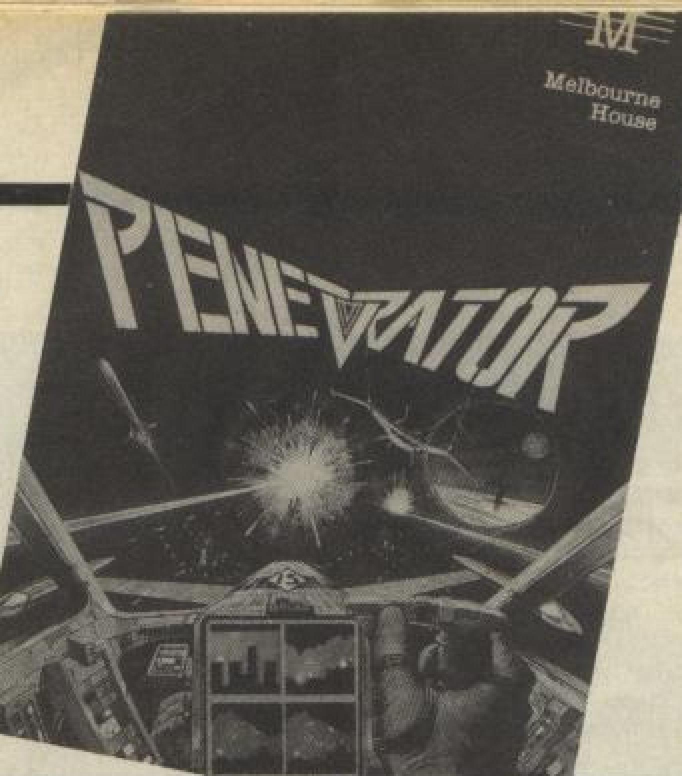


AARGH! Please, not another Scramble! There's a great musical score, but the grim use of colours and boring graphics don't exactly add to this initially easy and rather bland version. The ability to design your own screens isn't really worth writing home about either.

very boring, consisting of only two colours. There is quite a nice firework display when you complete the mission, and your ship explodes with stunning finality but this isn't enough to make any game great.

There is a facility to design and save your own landscapes, so you can make *Penetrator* as easy or as difficult as you like. Editing is very user-friendly, and you have options to edit the ceiling, floor and place rockets and radar stations wherever you like.

JR

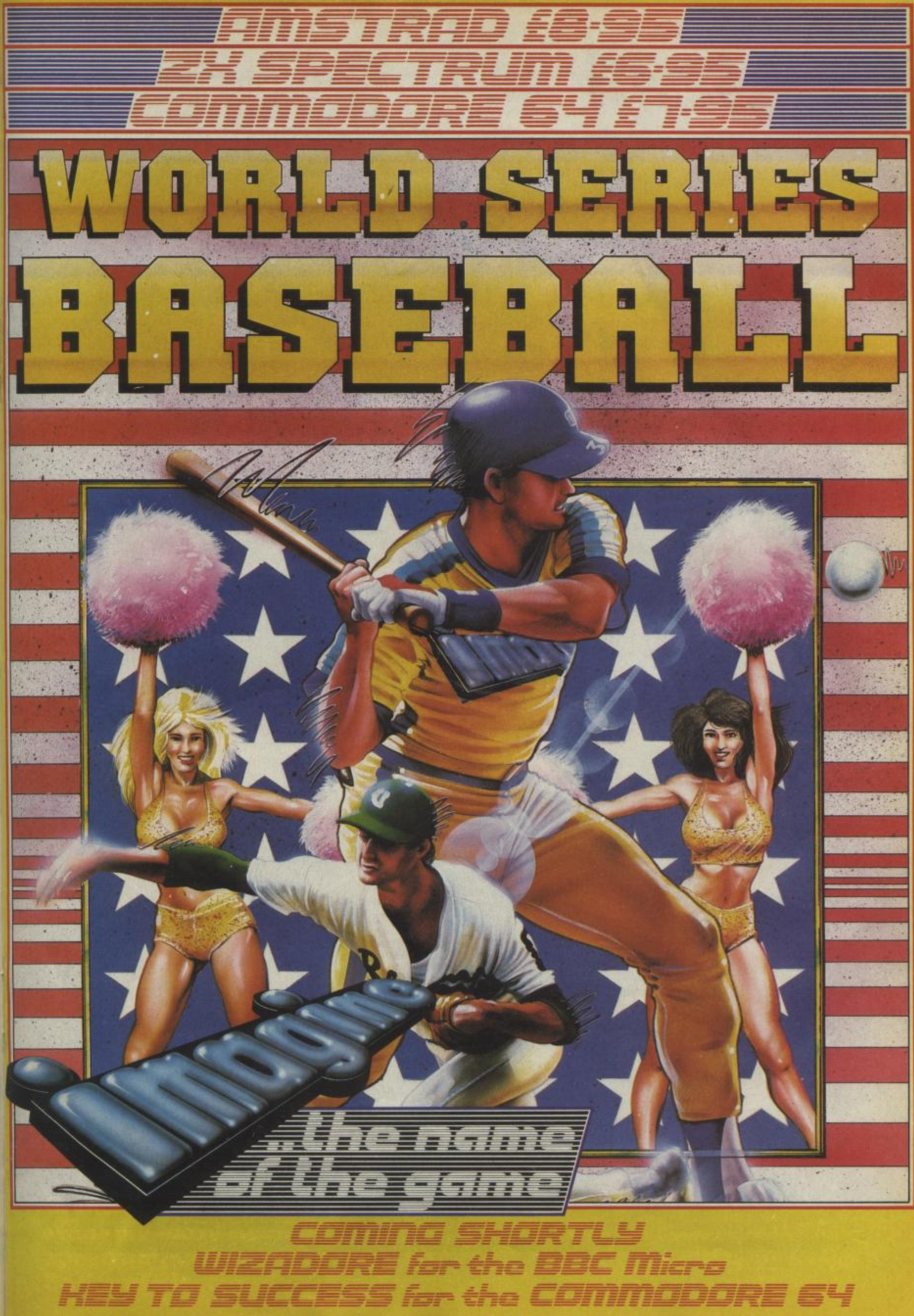






PRESENTATION	ORIGINALITY
73% *Usual high Melbourne House standards.*	21% *Apart from the edit mode, just another Scramble.*
GRAPHICS	**HOOKABILITY**
58% *Occasional juddering scroll and boring colours.*	54% *Immediate pleasure like most shoot-'em-ups.*
SOUND	**LASTABILITY**
81% *Atmospheric tune right through game.*	45% *There's nothing new about these caverns.*
VALUE FOR MONEY	
56% *Basically a good, but very old game.*	

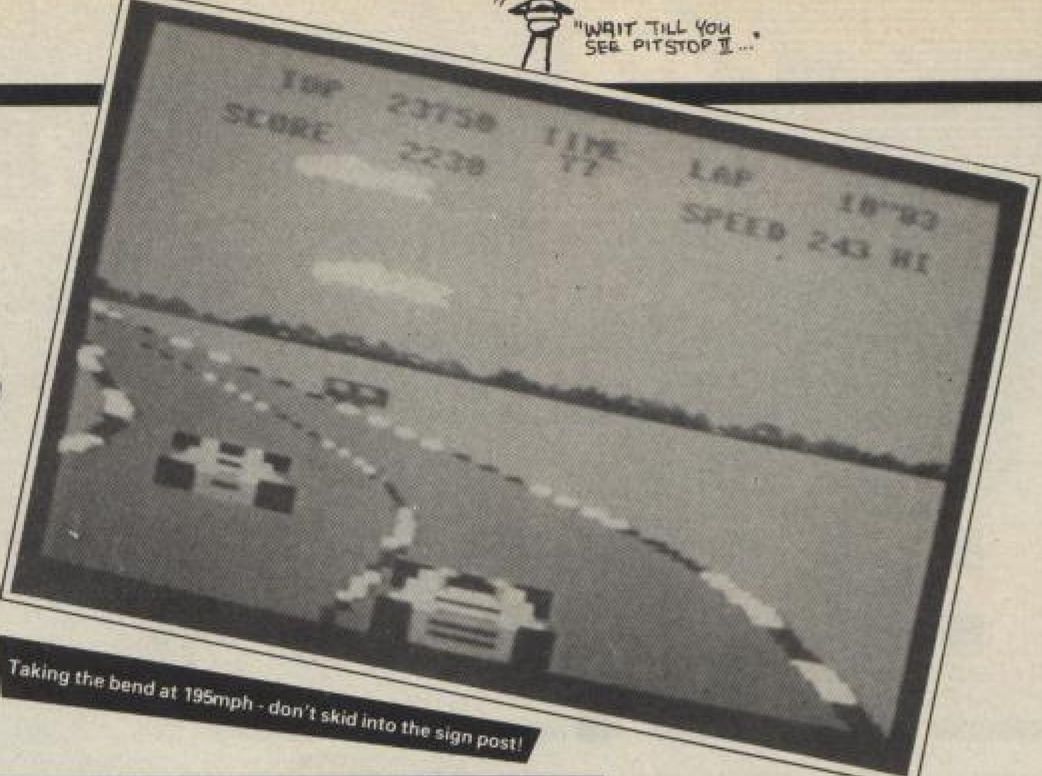
This conversion of the Spectrum game has taken a long time coming and unfortunately it shows. The flickery graphics are annoying and combined with the colour scheme make it tough on the eye. Versions of Scramble are two-a-penny and this isn't even one of the better ones. The spaceship crash looks good but dying is a heavy price to pay for a groovy graphic. The marvellous music adds to the game but it's a case of too little too late with this one.


AMSTRAD £8·95
ZX SPECTRUM £6·95
COMMODORE 64 £7·95
WORLD SERIES
BASEBALL
imagine
...the name of the game
COMING SHORTLY
WIZADORE for the BBC Micro
KEY TO SUCCESS for the COMMODORE 64



I may be in a minority, but I think this conversion is second-rate. The perspective view of the track is inaccurate and the cars are blocky. The sound is better, as it faithfully reproduces the tune and most of the effects of the original (but not the speech).
Pole Position has been around for some time now in the arcades, and I don't think this official conversion is good enough to excite 64 owners.





Taking the bend at 195mph - don't skid into the sign post!

POLE POSITION

US Gold/Datasoft, £9.95 cass, £12.95 disc, joystick only

● **Pleasing copy of the motor-racing arcade classic**

Race-track driving techniques

Control of the car is very tricky to a novice but is soon mastered. Don't wrench the joystick from side to side as you scream round bends: two gentle taps will send you from one lane to another. If you see a car round a bend on the inside, let yourself drift to the outside lane. If the opposite happens then work yourself into the inside with a series of taps on the joystick.

On later stages you will often find two cars side by side. Speed up behind them and zoom along the grass verge: although you slow down you can easily overtake them, but beware of the dreaded signboards.

Arcade action explodes on your screen in this official copy of Atari's top money earner. The Fuji Grand Prix is the setting and it's up to you to burn round the track overtaking other drivers and notch up record-breaking lap times.

When you start the race you first have to complete a qualifying round in an allotted time. The faster the lap time, the better your grid placing.

A lap faster than 58.50 seconds will give you the much-sought pole position and a 4000 point bonus. Lower grid placings mean less of a bonus and a harder battle to fight your way up front.

The number of laps is optional, but if you complete the race you are given a bonus for the number of cars passed and time remaining. You start with 75 seconds and extra time is given for a successfully executed lap.

The game ends either when your time runs out or you finish the race. Needless to say speed is always of the essence.

Graphics are similar to its arcade counterpart - you're given a driver's eye view. But they lack somewhat in detail and crispness - and according to the game there are now four Mount Fujis!

The cars are quite convincing as you hurtle past them in excellent 3D and the way the track scrolls from side to side as you switch lanes is another nice feature. Signboards on the side of the track whizz by as you race, although they haven't anything written on them which is rather a shame.

Colours are nicely used, and several types of cars are in evidence during the race. When you crash, your car explodes in a crescendo of flame. There are some nice tunes at the beginning of the qualifying lap, reminiscent of the arcade game, while the actual race itself and the sound of the cars as you zoom past them is quite convincing. As you accelerate through the gears the engine roars and if the car goes out of control there are the appropriate skidding noises.

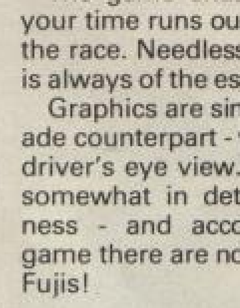
On a high lap race the going gets rough and the other drivers have almost kamikaze tendencies. There's plenty in this to keep you going for that elusive chequered flag.

JR

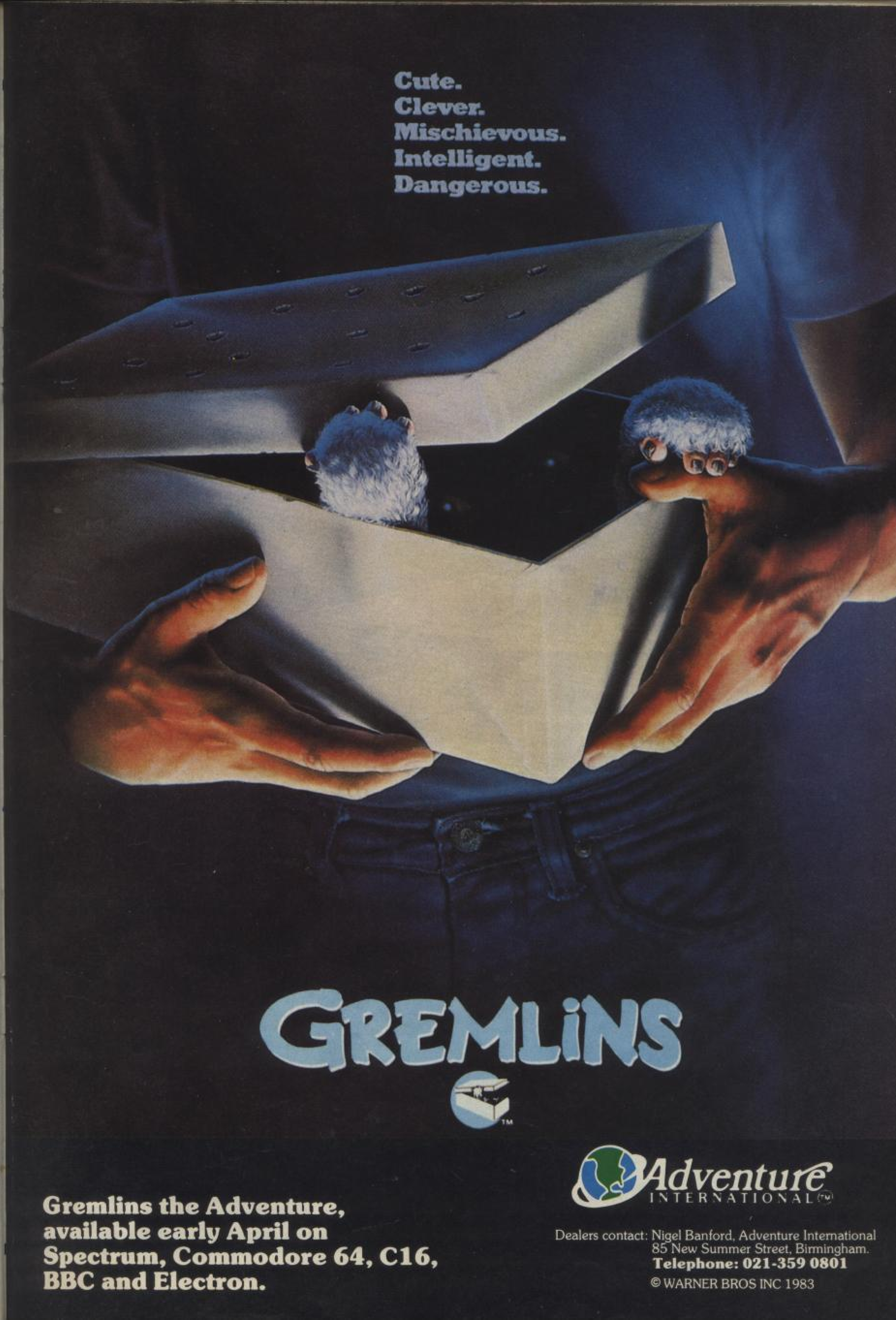


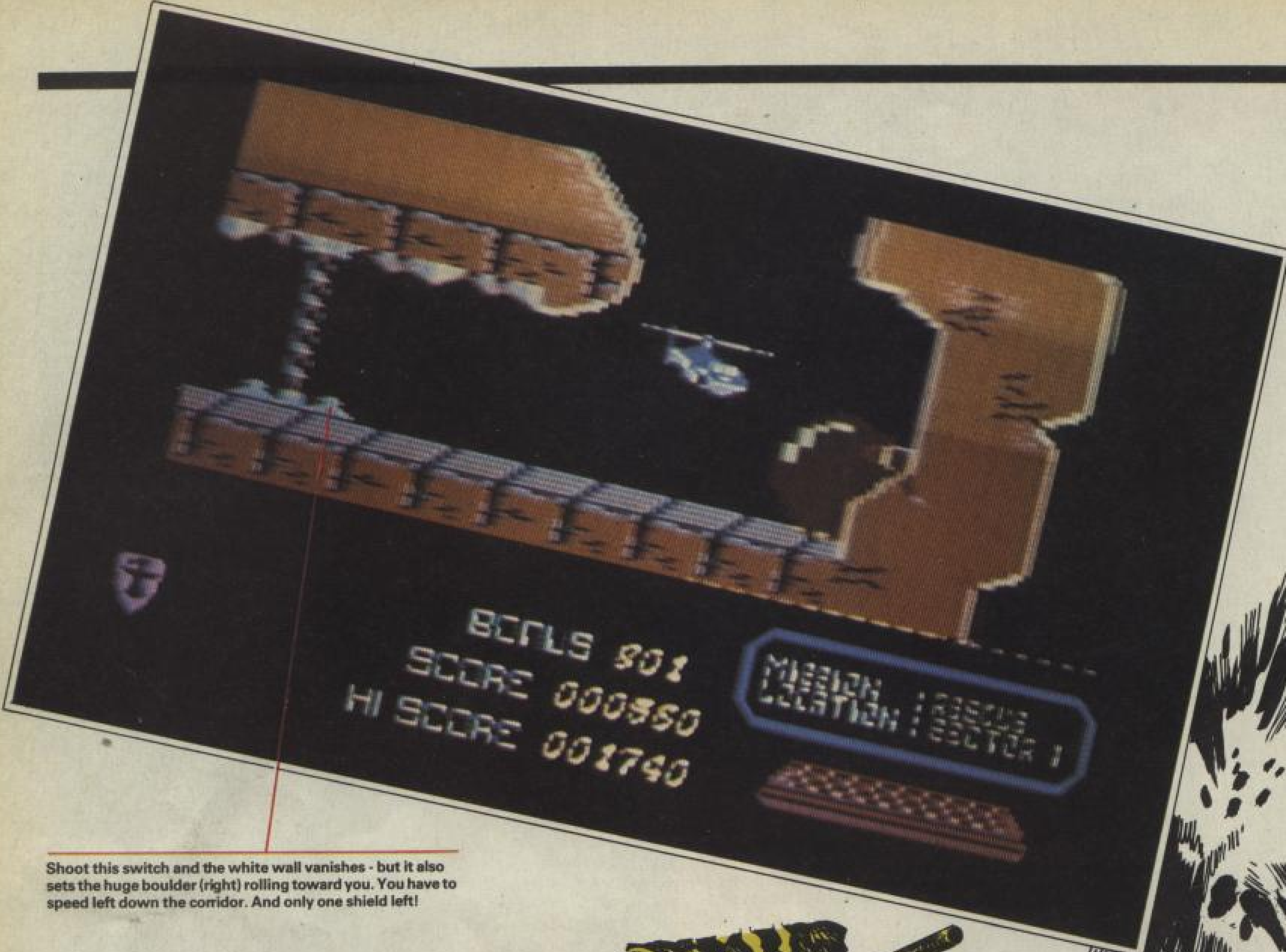
The most impressive part of the game is the crash explosion but some areas leave something to be desired. Control is rather tough, it being difficult to make fine adjustments. The car graphics are also a problem since it is difficult to tell exactly when you have cleared another car.
However, the game still retains the basic addictiveness of racing games and I'm sure most people will be satisfied with this conversion.

Although by no means stunning, this is definitely the best race game for the 64. No other has the realism of the much, yet unsuccessfully, copied ace race game. The 3D effect is excellent and cars are clearly visible far away as you speed up behind them. Control, although taking a bit of getting used to, soon becomes second nature, and within a few games you will be hurtling through hairpin bends at truly monstrous speeds. This game I would heartily recommend to anyone who enjoys living dangerously.



Category	Rating	Comment
PRESENTATION	68%	A nice title screen, options all at hand.
ORIGINALITY	50%	There are already road-racing games on the 64.
GRAPHICS	72%	Fast, realistic and colourful with good 3D effect.
HOOKABILITY	73%	Instant appeal as you belt round the track.
SOUND	65%	Nice tunes and some realistic car sounds.
LASTABILITY	69%	Always possible to improve your time and score.
VALUE FOR MONEY	70%	Aging idea, but still the best race game money can buy.


Cute.
Clever.
Mischievous.
Intelligent.
Dangerous.
GREMLINS
TM
Adventure INTERNATIONAL
Gremlins the Adventure, available early April on Spectrum, Commodore 64, C16, BBC and Electron.
Dealers contact: Nigel Banford, Adventure International
85 New Summer Street, Birmingham.
Telephone: 021-359 0801
© WARNER BROS INC 1983



Shoot this switch and the white wall vanishes - but it also sets the huge boulder (right) rolling toward you. You have to speed left down the corridor. And only one shield left!

AIRWOLF

Elite, £7.95 cass, joystick only

SIZZLER

- Difficult, addictive helicopter rescue
- 36 screen area, great graphics, tricky traps



The helicopter, viewed head-on and still with seven shields intact (see display bottom left), moves down carefully to pick up the first scientist.

The idea of this game is a familiar one, but its execution is original and full of pleasant surprises. The deviousness of the caverns and the sharply presented scenes make it a terrific game to look at as well as play. The hints that are dropped by the pointing arrows are needed and without them it would be a terribly confusing game. Be warned though, they don't give everything away. A great game.





Based on the highly successful television series this game puts you in the role of Stringfellow Hawke and you have to rescue five scientists from the underground complex of the evil General Zaranov.

You are flying the Airwolf helicopter and it is equipped with forward firing missiles and nine shields that resist impact with objects. These shields are essential since the caves are a mass of traps and vicious enemies. You only see a small part at any one time, the picture scrolling in any of four directions as you move.

The scientists are located on small platforms and have to be reached one at a time, collected and brought back to your starting position. These platforms are, as you would expect, in the most tortuous places to get to and since you only have one life accurate flying is a must.

You should rapidly get to grips with the chopper's control which unless moved upwards will fall through gravity (but when travelling left or right maintains its height). On screen the Airwolf has been made a large helicopter and consequently the whole game is of large size with lots of clear graphics and objects.

The game features many doors and walls which have to be opened by shooting buttons or switches or just plain blasting through them. You can fire horizontally or downwards and you have auto fires when the button is held down. This is handy for ripping through two layer walls when in a tight spot.

Bumping into walls and small objects causes shield damage but collision with a hefty rock splatters you immediately. However if you manage to pick up a scientist and get him back to base you are rewarded with a completely new set of shields.

The theme tune from the TV series plays throughout the game but it is uninspiring and the space bar will turn it off. The other sound effects are just blast and crash noises but are gratifying enough.

BW

Trap Trouble

The hazards that face you can be very complicated, even once you have worked out your route to rescue the scientists.

Near the base are three columns down which fall massive lethal rocks giving you very little time to get through them. Other tight spaces have pinball bumpers which bounce bullets around the room to knock off some of your shields.

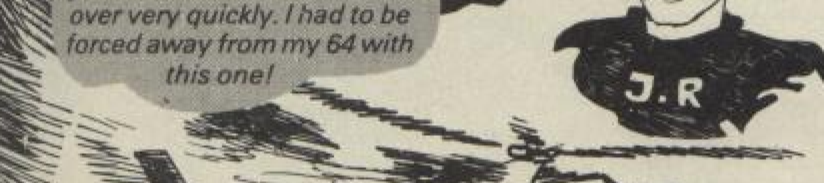
Particularly nasty locations are those that hide a flying saucer and two blue monsters since these sap your protection very rapidly. Other hazards are one way force walls, a giant boulder Indiana Jones style and a murderous lift.

Elite tell us the entire playing area is 36 screens big (9x4). That's far bigger (and more interesting) than the Spectrum version of the game. Bearing in mind the quality of the graphics and difficulty of the traps, it's about as big as you could reasonably expect.



Reviewed in this issue are two Fort Apocalypse variants. One is pretty grotty, and one, namely this one, is even better than the original. I found myself very addicted to this fast moving rescue shoot-em-up as I tried to find all the scientists. It's all too easy to make a mistake, so games can be numerous and over very quickly. I had to be forced away from my 64 with this one!





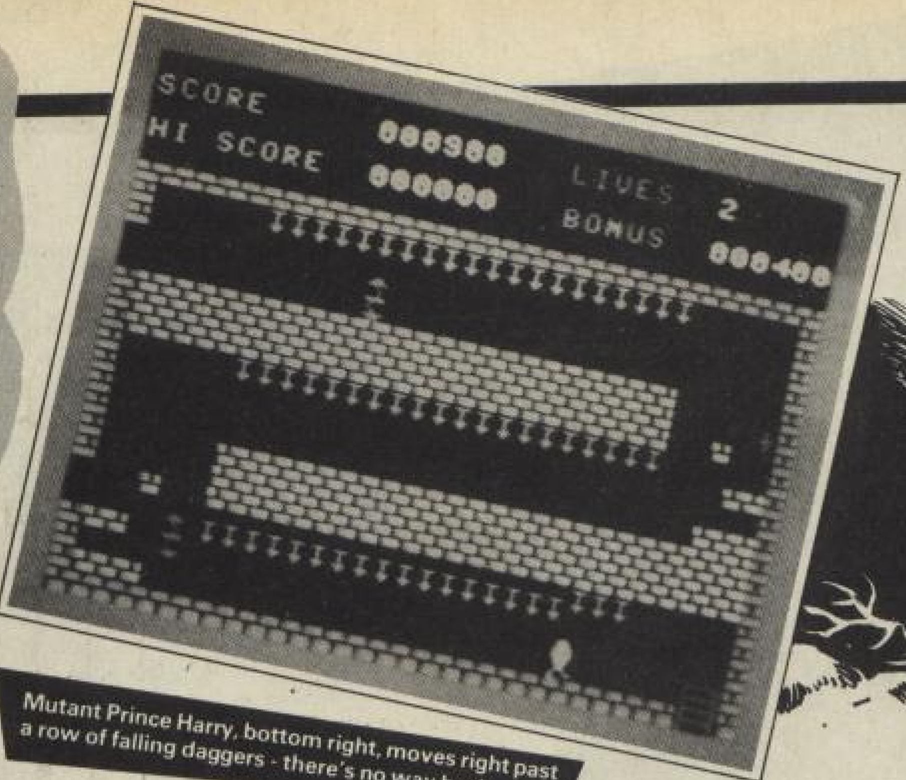
Graphically it's very smart, even if the sound isn't (the tune is a bit tedious - but you can turn it off). Controlling your helicopter is very difficult to get used to, and even after several games, I'm still getting problems. So what if it appears to be a Fort Apocalypse derivative - I don't care. What we have here is an extremely addictive shoot-and-pick-em-up.



PRESENTATION		ORIGINALITY	
60%	Short instructions but helpful in-game hints	67%	Helicopter games aren't new but lots of different touches to this.
GRAPHICS		**HOOKABILITY**	
82%	Mean caves and smooth movement of all characters.	88%	Control quickly established and each new discovery spurs you on.
SOUND		**LASTABILITY**	
58%	Removable tune and bump and bang sound effects.	86%	Five scientists each on a very difficult route.
VALUE FOR MONEY			
88%	Hours of frustration and jubilation guaranteed.		

Why a software company of Melbourne House's reputation has decided to release this type of game now I can't understand. When other software houses were releasing Miner Willy type games Melbourne House were releasing original software. Now the tables have turned. . . . With this and Penetrator *Melbourne House stand to lose some credibility. Come on guys, let's have some original releases!*





Mutant Prince Harry, bottom right, moves right past a row of falling daggers - there's no way back.



Hazards of the tower

The various screens of Dark Tower present a typical collection of dangers to be negotiated. There are ropes which Harry can use to swing across chasms in true *Hunchback* style - but jumping on and off requires careful timing.

Also in evidence are falling daggers and slopes, both of which force you to plan your route carefully. The daggers fall behind you effectively blocking your path back, and you can't walk back up a slippery slope once you have started tumbling down it.

Avoiding the baddies themselves, as in most platform games, is a matter of studying their movement patterns and timing your moves carefully.

Oh no . . . ! It's platform time again. This is yet another *Jet Set Willy* clone and is marred by uninteresting graphics and a lack of original features.

You are Prince Harry and have been turned into a mutant by the Guardian of the Dark Tower. To restore yourself you have to collect all of the gems littered about the 28 screens of the castle. Let-

● 28-screen platform game with good music, poor graphics

DARK TOWER

Melbourne House, £7.95 Cass, Joystick only

The similarity to Fort Apocalypse *and the control of your craft are initially offputting, but as you get into the game and discover its size and complexity it becomes more attractive. The fact that everything is so small detracts and sometimes bullets don't destroy objects unless you hit them dead centre. If you can get over the fact that it's a copy you'll quite enjoy this.*



Bug in the demo

If left long enough the program goes into a demo mode as in *Trollie Wallie* where you are shown the whole playing area and the hazards within it. This is handy for planning your way around and spotting where all the robots are.

However at one point when I was playing an interesting alternative occurred. My ship suddenly appeared in the middle of a tower and with a bit of difficulty I was able to move it through all the scenery and dangers, although I couldn't pick up robots. When I fired, the noise persisted but no bullets emerged.

The author, Andrew Challis (Sillahc backwards, OK), told me that the bug had also appeared on his machine but attributed it to the old graphics chips in some 64s and said it didn't occur on newer ones.

CAVERNS OF SILLAHC

Interceptor Micros, £7.00 cass, joystick only



In an alien world you are taking sides in the fight between the Torms (a nice enough bunch of lads) and the Humans (a real nasty bunch of invading farmers).

The Torms who live underground have pinched the farmers' robots to drive them away but your job is to get them back from the underground caverns where they have been hidden and protected. As a secondary aim you're asked to destroy the Torms' power plant - charitable huh?

Your craft can carry ten robots at a time and behaves much like a helicopter in that it responds to gravity unless you maintain upward movement. You are armed with bullets that shoot in the direction of movement but only destroy the antigravity mines and blocks that are put in your way.

The maze of force walls, electric beams and other moving defences are what you have to negotiate and this takes patience, skillful joystick control and good timing. Most of them are set up in small spaces where it is hard to manoeuvre and constant concentration is required.

The robots are dotted around in groups where they shuttle left and right waiting to be picked up from above. But you must be careful how many you take because overloading will cause you to crash. Touching anything else except the robots and the landing places is fatal. Landing spots are occasionally refuelling stops as well - your power runs out very quickly.

The power plant you're supposed to destroy is located in the centre of the underground complex. There is some robotic sounding speech synthesis, a jolly title screen tune and bone-marrow-irritating sound effects. Your craft looks like a hamburger with big ears but the rest of the graphics are competently done.

BW

ZZAP! TEST

How come the market seems able to absorb endless jumping, collecting games? The only original thing about this one is the excellent music that bops along as you play. You may be deterred by only having 28 screens which for hardened fanatics won't present much of a challenge. Your egg character and most of the other graphics aren't very detailed and show none of the humorous touches of other games. Personally I'm fed up with the continual reworking of the platform game.



ters are given after the completion of each screen and these are to be used to solve a puzzle when you complete the game. The first 500 people to solve the puzzle win a free Melbourne House game of their choice.

As in *JSW* there is more than one exit to each screen, so you can explore the tower without necessarily completing every screen you pass through. However, a bonus is awarded for completing a screen without losing a life or leaving the foom.

The graphics are disappointing. Although smooth, they are very small and spectrumesque. The baddies aren't very detailed and haven't the humour of *Jet Set Willy*, while mutant Harry looks like an egg on legs!

The sound is the best thing about this game: a thumping good tune plays throughout, but it can be turned off if it gets on your nerves.

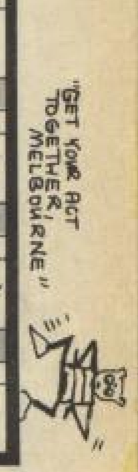
The option to start a new game from where you left off the old one will keep the mapmakers happy, but overall this is a below average example of a tried and tired theme.

JR



I must confess it was the music in this game that really appealed to me - a venerable masterpiece. Graphics to me are reasonable (especially the title screen picture) and even though the animation is nothing special, the colours are well used. Unfortunately this 'arcade†puzzle' is in fact. . . . ANOTHER platform game. There are now so many of these that new attempts at the format need to offer something special.

PRESENTATION 76% Plenty of attention to detail, great loading screen.	**ORIGINALITY** 12% Yawn bore, we've seen it before.
GRAPHICS 49% The characters are small and crude.	**HOOKABILITY** 58% Would be compulsive if it was your first platform game.
SOUND 86% Doodley-doodley-doo bop-shoo-wop.	**LASTABILITY** 56% 28 screens, some of them very tough.
VALUE FOR MONEY 41% It's too expensive for old hat.	





Your craft pauses between two moving doors. Also visible are three wandering bombs which must be avoided. The white wall on the right can be shot through.



I wasn't impressed with this very poor copy of Fort Apocalypse. Control of your egg-like craft is poor and the graphics aren't anything special. Within the caverns controlling your spaceship through the tricky maze-like passages is frustratingly difficult, and death from mysterious causes made me soon sicken of the game. If you want a good Fort Apocalypse type game buy the original - it's far better.



Interceptor have done it again - yet another copy. OK, the graphics are different, but being a Fort Apocalypse player, I soon noticed a lot of similarities. The graphics were barely passable and the sound effects strange but competent. The speech was from the same stable as the Arabian Nights voice. But with digitised speech such as that in Impossible Mission to compete with, it detracts rather than adds to the game.



PRESENTATION 52% Skimpy instructions with Interceptor's usual silly scenario.	**ORIGINALITY** 21% Fort Apocalypse look-alike with some obstacle elements from Trollie Wallie.
GRAPHICS 57% Attractive settings but jerky movement on small graphics.	**HOOKABILITY** 49% Nasty control and a perplexing environment don't help.
SOUND 59% Harmless title tune, 'speech' and teeth-grating sound effects.	**LASTABILITY** 63% Large caverns provide tough opposition, good long-term challenge.
VALUE FOR MONEY 60% Cheaper than Fort Apocalypse but not as good.	

JACK ATTACK

Commodore, £14.95 cart, joystick only

● **Simple but challenging arcade action**

This is a simple game where you have to bounce around a ten column screen trying to squash rotating heads. This is done amidst a scene of blocks, platforms and water arranged differently on the 64 screens.

Jack has to crush eight heads on each screen and he can do this in a variety of ways. The straightforward method is to jump onto a head but there are lots of techniques for doing this and you can also crush the heads using the blocks littered around the place.

Jack can push or pull the blocks by pressing the fire button and moving in the desired direction, but he must beware since the heads can also squish him and a careless push can bring a block down on his head.

There are points for each head you destroy and also several bonuses are available. Every time you move a block you score points and if you splurge the heads fast enough there is a time bonus. On some screens there is also a bonus for touching all the platforms.

Jack is curiously allergic to water which kills him, but this can be overcome by pushing blocks into it, which float and can be walked on. Jack can jump up to three blocks high but the heads can go higher and so Jack must time his leaps carefully to avoid being trapped.

You jump by pushing the joystick up and gravity brings you down naturally. Moving left or right makes you shuffle or hop one column, although the reaction isn't always immediate. You can start at any of the first nine levels but once you've past ten you will have to crush all eight heads in one go instead of being able to get them a few at a time.

BW

I didn't like this one to start with, but after a few plays it grew on me. Squishing the heads in various ways was very amusing, but the control took a bit of getting used to. The graphics are simple but there are amusing touches - I particularly liked the rotating heads and Jack's animation. However the sound is poor and it's not a game I'd want to spend £15 on.



Put off by the title, I found myself fearing the worst, but ended up reasonably impressed. It has quite an original scenario - squashing heads was a new experience for me! Play is quite difficult and challenging and the 64 different screens will take any player's ability to the limit. Despite mediocre graphics and sound my view of the game grew fonder towards it as I played. Unfortunately £15 is too high a price to pay for just an above average arcade game.



BUCK ROGERS

US Gold/Sega, £9.95 cass, £12.95 disk, joystick and keys

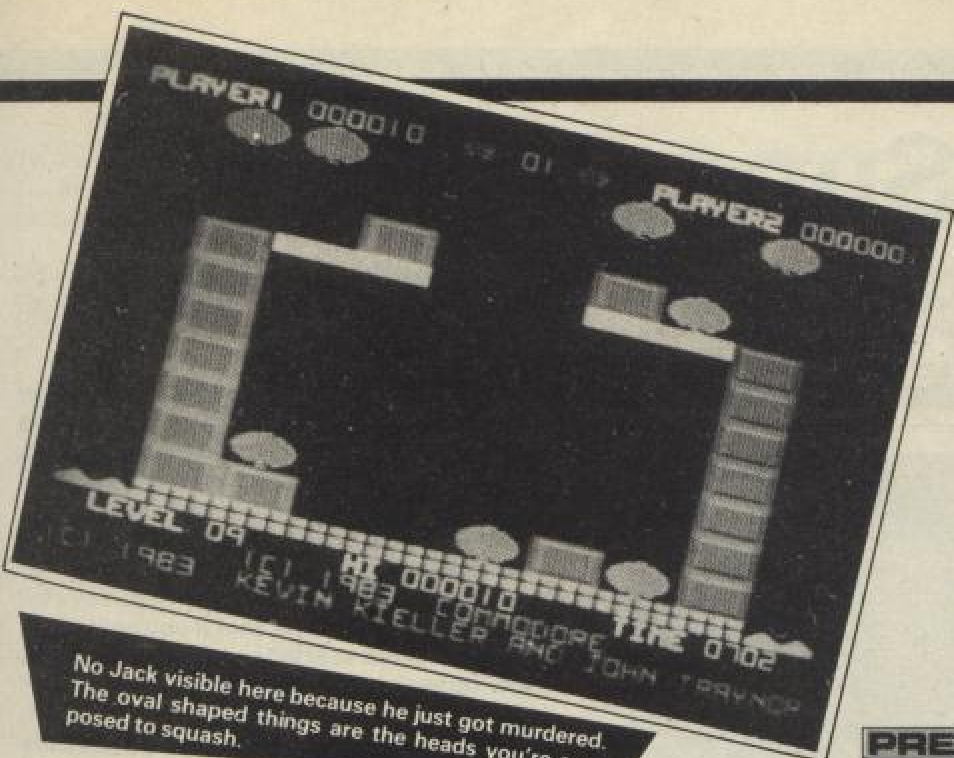
● **Poor rendering of the 3D arcade shoot-em-up**



Doesn't look all that much better in colour! You have to fly between the two poles while avoiding the three attacking craft.



As a fan of the arcade classic I looked forward to the release of this game but was terribly disappointed. Gone is the trench and great 3D effects: only a boring plain with gates which must be passed through. Aliens make their appearance later but are badly animated, cumbersome and easy to hit. The space sequence is another let down, with the same alien saucers floating around and again they are cannon fodder. The giant ship is a doddle to destroy and with only a few games practice huge scores came quickly and easily.



No Jack visible here because he just got murdered. The oval shaped things are the heads you're supposed to squash.



This is one of those simple but addictive games which is enjoyable without having stunning graphics, sound or complicated scenarios. The 64 levels provide plenty of new challenges and different tactics although the game does have a limited scope because of its simple nature. I also liked the way you could either concentrate on high scoring by collecting bonuses or just on beating as many screens as possible.

PRESENTATION 71% A humourous 'almanack', good on-screen presentation, crummy box	**ORIGINALITY** 75% Simple set up but original gameplay.
GRAPHICS 46% Rotating heads look good but there is little else.	**HOOKABILITY** 55% Frustrating until you get the hang of the timing.
SOUND 35% No tune and only a few sound effects.	**LASTABILITY** 71% 64 different screens - a game which grows on you.
VALUE FOR MONEY 58% Unfortunately expensive because it's on cartridge.	

JACK ATTACK ALMANACK

This amusingly titled section appears on the back of the cartridge box and provides you with some helpful slang for use in the game. Here are some examples. The 'headraulic squash' involves timing your jump to land on a low bouncing head as it passes underneath.

A far more dangerous pastime is 'headroplaning' where Jack skids of a ripe for squashing head and may end up in deep trouble. Also potentially dangerous is 'volleyball' where Jack tries to leap up and to the side to avoid a dropping head.

Most enjoyable is the 'long distance squash' where you trap a head between two columns of blocks and push a block after him. 'An artistic squash' as the box says.

Someone once said: 'If a program bears the US Gold label, you can bet your joy stick it'll be good.' Judging from this program, someone has just lost a joystick.

Buck Rogers is a plain and simple shoot-em-up spread over several screens. The action takes place on a distant planet and in the far reaches of outer space.

You start on the planet itself, and must fly through, or avoid, two electrified pylons hurtling they way toward you in 3D (it says here). In order to score any points or move onto the next level though, you need to actually fly through the pylons.

In the top right hand corner there are a number of planets representing the number of pylons still to fly through or aliens left to kill. Once this counter reaches zero you move onto the next screen.

This doesn't differ much from the previous screen, except that spaceships can also be shot. These can either come from behind you or from out of the screen as do the pylons. The third screen adds bouncing aliens to your quota.

On the fourth screen you actually leave the planet and blast off into deep space. Moving stars, as in *Gyruss*, form the 3D effect in space, emanating from the centre of the screen. Here, a certain number of aliens must be shot before meeting the mothership - which also must be disposed of in a similar fashion.

After this brief encounter with the mothership, it's on to level two, and not a lot of difference. (The pylons fire to the sides, so you need to fly through, instead of around, them).

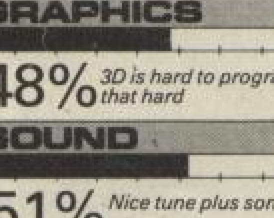
There's not a lot to say about the graphics in this game, except they're bad. The crude, expanded multicolour sprites made me cringe, and the pylons literally jerked out of the screen at you - some 3D effect!

The actual 3D on the planet's surface was reasonable. The bands of colour coming out of the screen looked good, and the stars gave a fair feeling of 3D in space. The mountains in the background were unimpressive and impassive and there was an annoying split screen glitch that gave them a seismic effect.

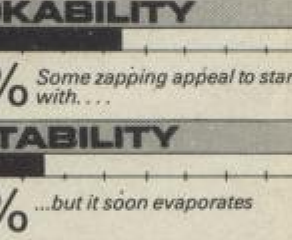
Apart from a short introductory tune, the sound was weak and simple.

GP

US Gold have brought some excellent games across from America, but unfortunately this isn't one of them. The arcade game of the same name wasn't exactly amazing, but this version lousy. I don't know whether it was the crude graphics, mediocre sound or bad gameplay that put me off, but I certainly can't recommend this one.



Whoops! Who let this one onto the streets? The towers are jerky, as is your ship, the colours are awful as well and even the aliens look like they'd rather be in another game. I've seen worse shoot-em-ups, but putting this on the market won't do US Gold's reputation any good. Perhaps we've learnt to expect too much, but this just seems too old to be worthwhile.



PRESENTATION 68% Competent packaging, but nothing special	**ORIGINALITY** 18% There are other Buck Rogers games on the 64
GRAPHICS 48% 3D is hard to program, but not that hard	**HOOKABILITY** 54% Some zapping appeal to start with....
SOUND 51% Nice tune plus some zapping	**LASTABILITY** 35% ...but it soon evaporates
VALUE FOR MONEY 38% Not so much the 25th century as the 15th	

"MEGAHAWK WAS MUCH BETTER!"

CROWTHER: Super being a superstar!



It's barely a year since the yellow-topped, lightning-fingered Tony Crowther burst upon the games-playing scene with a series of stunning programs for Alligata: Killer Watt, Blagger, Loco and Son of Blagger. He's continued to make waves since then, changing companies twice and rewriting his earlier hits as well as producing new graphical wonders. But what kind of person really is this 19-year-old whizz kid? Zzap!64 reveals for the first time the full Tony Crowther story in this interview with editor Chris Anderson

I think probably most people in the industry now see you as one of THE big names – do you actually feel like a star?

Yes. Two reasons. One, you get fan mail. I really like that. I usually reply to it which is good fun – you get replies back again and you keep in touch that way. And then, people come to see you. The other day someone just came round from York just to meet me.

How much mail do you get in fact?

Oh, about one a month (*laughs*), usually from Sweden and places like that. You get the odd one from Great Britain. Then you get these obscene phone calls. What they do is, they ring up to speak to Tony and then they say 'I've just bought this. It's brilliant! Bye!' Bang. That's all they say.

The thing that seems to mark out your games is their amazing graphical quality. Where's that come from?

Oh, I'd always been top of my art class. I passed my O level with a grade A. Went for the A level but kept flunking it because I could never turn up for the exam. So I never really passed the A level. I wanted to go to art college – in fact I was going to, but I thought: oh, I'll have a look at software for a bit. So I stayed on that for a year with Alligata – and then I thought: ay-up, this is quite fun this. So I ended up staying on it and I never went to art college.

But most people think that if you're good at art, you're bad at science and vice versa. So how come you can program?

I am bad at science. I never passed my Physics – I took it four times, the O level, and failed every time.

So how come you can program?

(*laughs*)I think because I've taught myself. If someone had tried to teach me I'd have had no chance.

All right, let's take it through. When did your computer bug start?

Two to three years ago when I was about 16. My Dad has got one of these rich friends who keeps flying away and marrying millions of people and then divorcing them again. He had a computer and he lent it to me – it was a Pet 4032. So I borrowed that for a bit, and I couldn't make head or tail of it. I had it for three months – I couldn't work a thing on it, nothing. I used to type in listings, but they never used to work.

They never do.

So I thought right, I'm going to learn it, find out what's getting me mad. So I picked up a little bit and wrote a program on it. You know Mastermind – I wrote that on the Pet. A really good version. It worked. You know the plastic model version you can get with the pegs. It looked identical to that.

So Mastermind was the first Crowther game?

Well, it never got anywhere. I sent it off as a listing to Computer and Video Games and waited ages and ages for a reply. I showed my mates and they loved it – and it never even got anywhere, they never even replied back. So whether they used it I don't know, but I never got anything for it. It was just getting me mad, so I bought a Vic – out of frustration. It was a new machine – it had colour! So I started playing around with that obviously. I also started picking up machine code, not very well but . . . I wrote a type of *Galaxian* game, and I was quite pleased with that. But it didn't get anywhere. Then I wrote a car game on it – I'd just got a machine code monitor for it, I was obsessed by it – so I showed it to Superior Systems who had just started. Mike looked at it and he said: Look, tell you what, Tony, I'll give you a Commodore 64 on loan. I can't pay you, but you can have it as advance royalties. The 64 had just come out, it was at £299. I thought: free computer, I won't complain.

Two weeks later I came up with a program, *Lunar Rescue*. It was the first commercial program I ever did.

Do you think you're a particularly competitive person?

I love competing with people. But I also love people to tell the truth, what they really feel about my programs. When I write a program it's how I like it, but that isn't the way it should be when you think about it because it's not just me that's having the program. So what I do is I usually show it to people. If they're not impressed with it I scrap it and start again.

You're working on a new program at the moment. Tell me about it – as much as you can at this stage.

Well, it's a system – how can you explain it without giving too much away? – well hopefully it's going to be a new side to computer games, that 99 per cent of them will appear like this is. If other people feel about it what I feel, they'll follow it. It's going to make a package worth the money . . . um . . . it's difficult to explain. I'd love to show you, but it's best not to . . . I'd say it's going to be a new format to games. You know you've got scrolling screens as a format, and flick screens – those two types – well it's a new type.

You're spending quite a bit of time on it by your own standards. Over a month.

It is a long time, but I'm hoping, with it being my first program for my new company, Wizard, I want it to be a success. In fact my working companion doesn't like it. But my brother has never liked any of my games, but he's never stopped playing this one.

You've had quite an interesting history over the last year or so. Some people feel you have a reputation for not being at all settled, for chopping and changing a lot. What actually happened? Why did you leave Alligata?

I know a lot of people who've got standard jobs, like working in insurance. If they're not happy with the people they're working with they leave. Some people stick at it, some people decide to leave. I've become one of those people.

So were there particular reasons for leaving Alligata?

I think it's just the fact I wasn't happy working. I didn't get out of the company what I wanted to, I could have got a lot more. I was told in fact that I should do what Minter's doing – work on my own, get my own company. But obviously – I'd just left school, I didn't like that idea at all. What I did was leave Alligata and attempt to work along those lines. But as soon as I left I got tied up with Gremlin Graphics.

Were you actually lured away from Alligata by Gremlin Graphics?

No I had already left.

So you stayed with Gremlin Graphics for three or four months, was it?

Yeah, around that.

And what happened there?

Well again I didn't like the people I was working with – well, not so much I didn't like them . . . it was just that . . . I'd never seen a company in my life, and suddenly I was in one. All right the company was doing well, but I wasn't satisfied with that. It's not the money I was after, it's a satisfying job. I noticed that the company was not set up correctly, it seemed as though no one knew exactly how to run the company . . . I don't want to go into that . . . I lost interest in that and didn't find I was getting what I wanted out of it.

Did you feel they weren't giving you enough share in royalties?

No it's nothing to do with the money - I was quite happy with what I was on. There were just certain advantages I wasn't getting.

To do with control over how the programs were marketed?

I had no say whatsoever, the way I saw it. Obviously I said what I wanted, and they just said, it's all right, we'll do it. I was left on the outside writing my programs. So I decided to leave. I met up with Roger Taylor and we decided to split Wizard in half – we would own half each. Now we have the situation if I want to do something I'll do it. If Zzap!64 wants an interview I'll do it.

So you feel more settled now?

I don't think I'll be leaving Wizard, don't worry about that.

Crowther on Minter

In recent months Jeff Minter has had interviews in about five different magazines, and in some of them he's been saying things about Tony Crowther, implying that all your games are very similar, all with scroll routines, and that you're not too good. Does it hurt you when you read that?

I don't know, I do in a way, but I find it's a compliment because I'm being mentioned, because he knows I'm there - and so do a lot of other people. I know I'm not bad because people are buying these programs I'm writing. Whatever I write they go into the charts. They may not get that high in some cases, but they still go in the charts. I don't see why I should be criticised just because all my games are scrolling. I'd say there are two types of screen you can have - a flick screen or a scrolling screen. I find a scrolling screen more advanced, and it's also harder to write on, than a flick screen.

Do you like Minter's games?

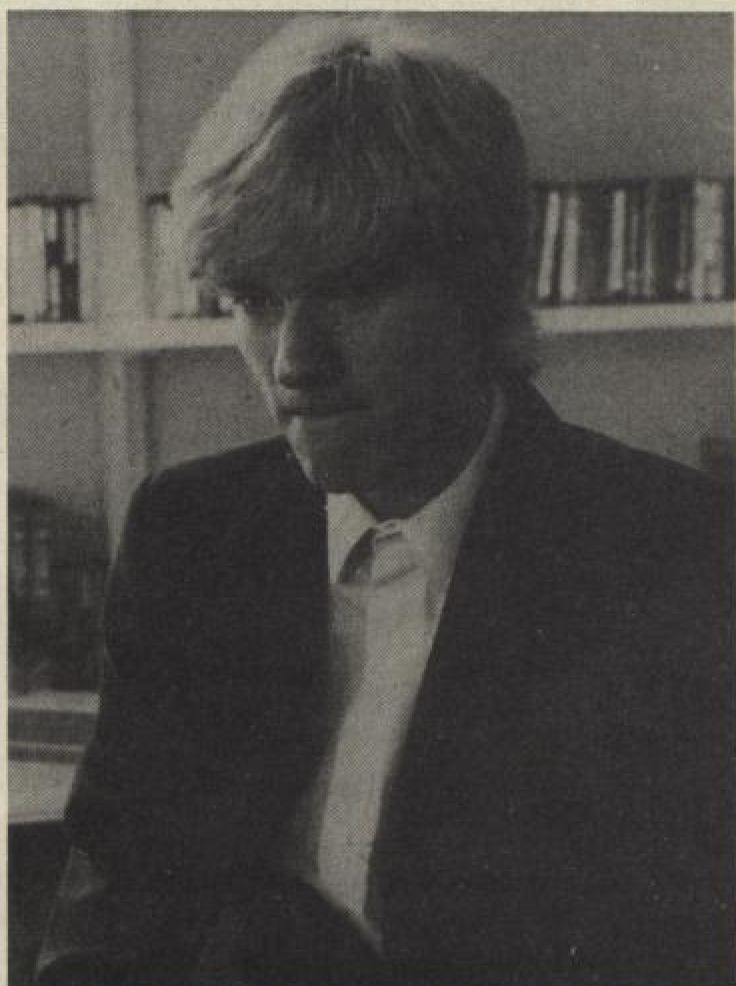
I won't answer that!(laughs) - I do like one of his, *Hovver Bovver*, that's the only one I do like though. Only because I'm too thick to understand them - that's my problem.

Do you see you and Minter as big rivals?

I don't know. What I'd like to do is to get together with him and write a game, splitting the profits 50-50.

That sounds interesting - have you put the idea to him?

No, I haven't talked to him about it, because he won't talk to me. We don't even get to that stage! I don't really mind what he says about me, because I really like the guy.



You mentioned earlier that you were quite a competitive guy. Would you really like to be clearly recognised as the number 1 UK games programmer?

I'm not sure if I am already! *(laughs)*

But would you like to be clearly recognised as that?

Um . . . I don't know, I don't think you can class anyone like that – because not everyone's going to like my games, just like not everyone likes Minter's games. But I think everyone knows I'm here. Like I rang up Currah a while back and said: hello, it's Tony Crowther, and they said: not THE Tony Crowther – you get all of this. Everyone knows who I am, it's really good.

That gives you a buzz?

Yeah, it does.

Where do you get the ideas for the amazing graphics that you have in games like Suicide Express, or should I call it Black Thunder?

What happened was I started doing Suicide and I disappeared off to Spain. And when you're on the beach, sunbathing away, you get really bored. I got a little pad and started drawing things like giant mushrooms, mazes, even things like the words in stone. So when I got home I just put it straight in.

What do you think of the games market as a whole at the moment, do you think it's in decline?

In what sense?

Well, people talk about the home micro boom being over.

The boom is over, yes. I'm still worried if people are going to go on buying software. Eight quid a shot is so expensive – I'd love to release programs at four quid, but it's not advisable for us because we don't get much money that way. I know they're even more expensive than records, that's what worries me about the price of software – you sometimes find you get more enjoyment from a record than you do from a program. It makes the programmer think then because he's got to put so much in it that he keeps them happy for at least two or three hours.

In all, you mean? – for the game's entire lifetime?

For someone who buys the thing he's got to be happy for at least three hours.

A lot longer than that, surely.

No, I buy a record, listen to it once and never hear it again. Right? So I'm only happy with it for about an hour. With software you're paying twice as much, so I'm saying that if you play a game for three hours you've got your money's worth.

Do you think quite a lot of software on the market won't even hold people's interest for that long?

I don't think they will, some of them. I can only play games for about 10 minutes in some cases. In some cases I play up to three hours.

Long term, what are your plans? Do you want to keep writing games?

I want to keep writing games as long as the market's there. As far as I know I can keep writing games till it comes out of my ears because I enjoy doing it. With writing them so fast it's really nice because I can spend three weeks on a program and then a full month just thinking about it. You just sit there with a book – when you're bored you can scribble, watch telly. That's the beauty of it – 'cos obviously the software house can't release more than so many, they wouldn't be able to cope with it.

Do you have anything else lined up after your next program?

No, but then I've got a month to think about it – that's the beauty of it.

'I don't like playing games'

Tony Crowther always insists that he doesn't 'like' playing games - on the other hand, he'll admit that those below did 'keep me happy' for a while. His verdicts:

GHOSTBUSTERS: 'Completed it the second or third time I played it.'
CLIFF HANGER: 'Kept me happy for a reasonable amount of time. Really funny.'
BOOGA BOO 'Played it for a long time.'
DINKY DOO 'I developed a cheat version which was a lot more fun.'
THE GUARDIAN 'I cheated on that too, and got right up to level 99. There's a bug up there somewhere. The aliens start running away from you!'
STAFF OF KARNATH 'I like the 3D background, but not the sprites.'
POLE POSITION 'Kept me happy.'
IMPOSSIBLE MISSION 'Played it for half an hour, didn't finish it.'
BOULDER DASH 'It's good, I played it a lot until my copy went wrong. It's written completely without sprites.'



Crowther the person

ATTACHMENTS: Engaged for 18 months to Lisa, gorgeous, after meeting in nightclub. No marriage date.

OTHER INTERESTS: Travelling, going to exhibitions (really enjoyed recent visit to Las Vegas), woodwork (once built a crossbow!), sewing using a sewing machine (Lisa can't)

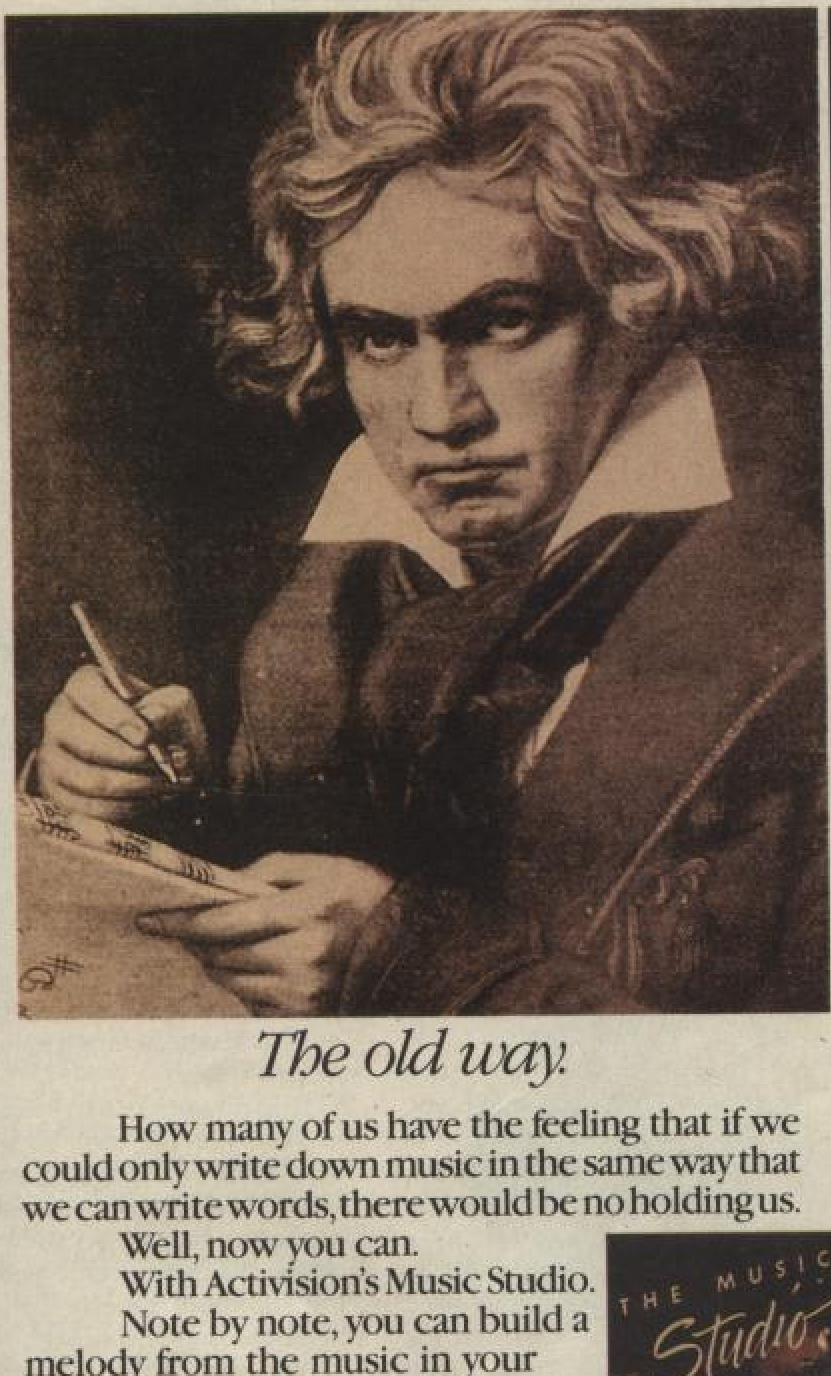
FAVOURITE TV: Don't watch much except videos, Last of the Summer Wine

FAVOURITE MOVIES: Clint Eastwood, horror

FAVOURITE FOOD: Snack pots

FAVOURITE DRINK: Yorkshire bitter. Plenty.

The art of making music.



The old way.



The new way.

How many of us have the feeling that if we could only write down music in the same way that we can write words, there would be no holding us.

Well, now you can.

With Activision's Music Studio.

Note by note, you can build a melody from the music in your head. And see it on your TV screen as well as hear it.

You can add harmonies. Lyrics. Change key. Change tempo. Change instruments (from a choice of 15 including keyboard!) You can scroll the melody through the TV screen and then print out the result.

You can do all this with your computer and a joystick.

If, musically, you're a beginner, don't worry. Music Studio will help you create your own sounds, step by step, with no previous knowledge of music whatsoever.



There's even a menu of fifteen assorted melodies, ranging from Ravel to Joplin, for you to experiment with. (Try scoring Mapleleaf Rag for Keyboard and Steam Train. It takes two seconds with Music Studio!)

If you are a musician, you'll wonder how you ever lived without the Music Studio.

If you're not a musician, you soon will be.

£14.99 for the cassette and £19.99 for the disk from all good software stores.

ACTIVISION
HOME COMPUTER SOFTWARE™

FROM SELECTED BRANCHES OF BOOTS, WH SMITH, JOHN MENZIES, LASKYS, SPECTRUM, RUMBELOWS, WOOLWORTH AND GOOD COMPUTER SOFTWARE STORES EVERYWHERE.

Now you can use your Commodore 64 to write a letter or a report, to compile a mailing list or classify your record collection, to check your bank statement or sort out your family finances (and then translate them into colourful graphics) . . . all for just £5.95.

Quick to learn, easy to use, that's...

MINI OFFICE marks a long-awaited breakthrough in dramatically reducing the cost of personal computing.

For the first time it makes available to everyone an easy-to-operate version of four of the most popular business computing applications – and at a price anyone can afford.

Never before has a word processor been sold for anything as low as £5.95. Nor a database manager. Nor a spreadsheet. Nor a graphics program.

Yet Mini Office contains them all.

So how was it done?

It all started with a suggestion that we should prepare a package to give readers a gentle introduction to the kind of software that businesses were running on their computers.

At that stage there was no intention that it should be an ambitious package. Just a simple program that could be sold at a very low price.

We called in experts in business software programming, told them what we wanted and sat back to await results.

What happened next was totally unexpected. For they all came back with ideas that were to considerably expand our original brief.

In the end what had been planned as little more than a beginners' guide to word processing, database management, spreadsheets and graphics had been turned into a full scale suite of programs covering all four applications.

In fact the only part of the brief that remained was our original insistence that the package should be quick to learn and easy to use.

And despite all the extra sophistication that has been written into it, we decided that, as a service to our readers, the price should still be kept at the very low figure originally fixed.

How does Mini Office operate?

Using the **Word Processor** is simplicity itself. There are none of the cryptic coded instructions that had to be mastered by people learning the early word processors.

You start by selecting the size of type you prefer – either normal or double-size. The latter is a feature that you cannot find on any other word processor.

A unique feature is the double size text option in both printer and edit mode – perfect for young children and people with poor vision.

The word processor – with double size characters

It is particularly suitable for the partially sighted – in many cases giving them their very first opportunity to use a word processor.

This means they can use a micro to compose a letter, using the double-size mode, and then print it out using normal size type. For many people this could be the first time they can send out a perfectly typed letter without outside help.

Primary school teachers are also expected to make great use of the double-size function, both on the screen and on hard copy printouts.

While you are using the word processor three useful pieces of information are displayed across the top of the screen.

They tell you how much time has elapsed since you started using it, the number of words you have written so far, and how many characters you can key in before the computer's memory is full.

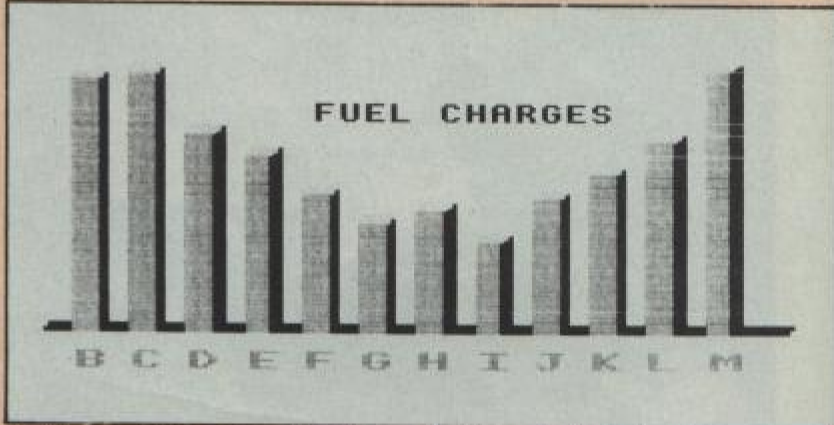
At any time you can press a key which tells you your typing speed. This is a most useful function, and can play an important part in increasing your efficiency at the keyboard.

You can also decide the size of the margin, the line length and the tab positions. Text can be moved from one part of the document to another.

At any time you can preview the text to see how it would look when printed out.

As with all the other programs in Mini Office, your work can easily be saved and loaded when you want to use it again. It can also be printed out.

The **Database** program can be used to store a mass of information. It can be retrieved, in its entirety or just the parts you require for a particular purpose, whenever you need it.



Figures on the spreadsheet can produce a bar chart . . .

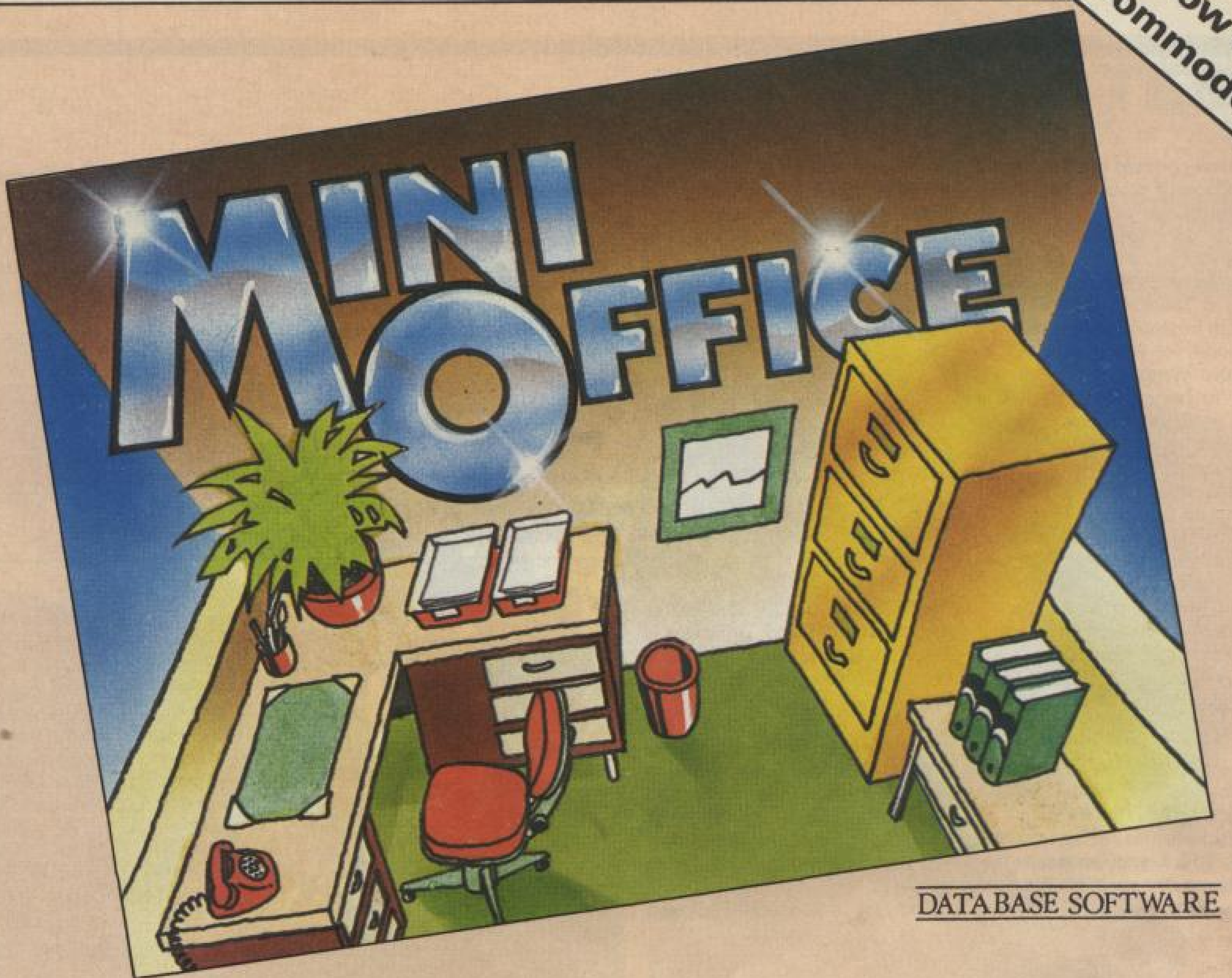
The operation is so simple that a useful database can be created in minutes rather than days – and you certainly don't need any computer experience to set it up.

The powerful search facility is very easy to use. You can search for a particular word or words or you can order a numeric search – such as telling the computer to find all the numbers greater or less than the one you provide.

You can carry out multiple sorts. For instance, if you have built up a mailing list containing a list of names, addresses, telephone numbers, occupations and ages you can ask the database to provide you with a list of teachers living in Liverpool whose ages range from 25 to 30.

One powerful option allows you to replace anything on the database without having to go through the whole lot making amendments yourself. You could, for instance, instruct it

Now on the Commodore 64



DATABASE SOFTWARE

to find each reference to "teacher" and replace it with "lecturer".

The **Spreadsheet** is our version of the program that marked a milestone in business computing – Visicalc.

It is often pointed out that this one program alone has helped to sell more personal computers than any other.

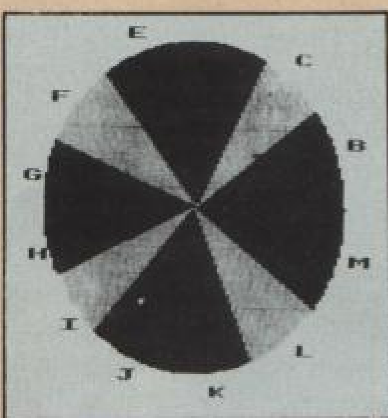
Certainly Visicalc and its derivitives have never been shaken from their position at the top of the list of best-selling business programs.

Yet the concept is very simple – a giant worksheet of rows and columns, only part of which can be seen on your screen at any one time. Into any position on the sheet you can put numbers, labels and mathematical formula.

And when you alter any figure its effect ripples through the rest of the sheet, changing any totals as may be necessary.

The Mini Office version is ideal for home finance, providing you with an effortless means of keeping tabs on your income and expenditure – and enabling you to work out your own budget.

In our Spreadsheet program – as well as in the Database – we have provided



. . . or a pie chart

a sample file so that you can experiment with it before entering your own data.

One feature we have included which to our knowledge does not exist in any other spreadsheet is a warning device to prevent you accidentally erasing formula – a very useful precaution.

The **Graphics** program uses the standard business graphics – line, bar and pie charts – in full colour. Which is something not always available on far more expensive graphics packages.

The program uses data you have already prepared on the spreadsheet. You have to identify which set of information you require to see in graph form – such as by indicating which row or column – and then which of the graphs you require.

The graph is then automatically configured exactly as you require it. If you have suitable printer capable of producing graphics you can also print out hard copies for a permanent record.

Because our original intention was to produce a package for people new to all these applications, we have produced a fully-detailed, easy to understand manual.

This 32 page free booklet gives clear instructions about how to use all four programs and in itself forms a concise introduction for first-time users.

If you want to start doing more with your micro than just playing games, this package is your ideal introduction to the four most popular applications for professional computers.

● *Graphics illustrated here are from the Amstrad version and are slightly different on the Commodore version.*

Cat. 9002 ☐ Please send me ___ copy/copies of Mini Office for Commodore 64

ONLY £5.95

Payment: please indicate method (✓)

☐ Access/Mastercard/Eurocard
Card No. ____ ____ ____ ____

☐ Barclaycard/Visa
Card No. ____ ____ ____ ____

☐ Cheque/PO made payable to Database Publications Ltd.

YOU CAN ALSO ORDER BY PHONE

Orders (24 hours) 061-480 0173

All other enquiries 061-480 0171

Name ____________ Signed ____________

Address ____________

Send to: *Database Software, FREEPOST, Europa House, 68 Chester Road, Hazel Grove, Stockport SK7 5NY.*

(No stamp needed if posted in UK) *Please allow 28 days for delivery*

ZAP5

Send for it today

Also available from Comet, Currys, Dixons, Greens, John Menzies, Rumbelows, Boots, W.H. Smiths, Laskey's and other computer stores.

A new concept in adventures hits your screen. This stunning game has a unique method of command input (unique to adventure games at least) - it makes extensive use of icons, a feature usually only found in business software.

An icon, for the uninitiated, is a picture symbol depicting an object to be manipulated. The action or object required, can be accessed by moving a cursor onto the symbol representing it.

This symbol is then highlighted in some way, so as to let you know it's been selected, and on pressing the fire button, the feature will be activated. As confusing and awkward as this may seem, it has the great advantage of completely avoiding text input. Using just the joystick a player can work through amazingly complex adventure situations.

The icons also have the effect of giving the program an incredibly slick and original feel.

The scenario is set far into the future. The Kryxix ambassador has been kidnapped by the evil General Zoff, dictator of the cosmos, and is being held on an alien spaceship. You control a team of six tough heroes, whose mission is to infiltrate the ship and rescue the ambassador from execution, thus preventing the outbreak of war.

The mission starts on board by alternating between five different menu screens, all icon based. (For details, see panel).

Each member of the team has their own strength, agility and stamina, all of which determine the weight of objects that can be carried. They also have individual skills, such as Sevrina, who is an expert at picking locks. If a character carries more than their physique allows, then they will become tired easily, eventually dying if appropriate action isn't taken.

The graphics in this game are

SHADOWFIRE

Beyond, £9.95 cass, keys, joystick or lightpen

- **The first icon-driven adventure, great graphics**
- **Six separate characters, 160 locations**

the Enigma Ship, as depicted in graphical splendour on loading. The first task is to get the team beamed into the Zoff 5 spaceship where the ambassador is being held. Once inside the enemy ship, the ambassador must be located from amongst the 160 or so locations, rescued and taken to safety. All this must be achieved in the time limit of 100 minutes which count down in real time.

The game is actually played



Yet another new approach to adventuring, and an outstanding one it is too. Mastering the use of icons is easy enough, especially when armed with the superb instructions. As with all good adventures, an atmosphere is generated. Before long you feel an actual bond between yourself and the six characters. Recommended heartily to experienced game players who want to try something new.



Shadowfire
The Physiological scan screen



brilliant. The icons are clear and well defined as are the superb pictures of the team, displayed on the character scan.

Sound is in the form of two musical sound tracks - one whilst selecting your input device, and another during the actual game itself. Both pieces are excellent, and being able to change the tone on the latter tune is a great touch.

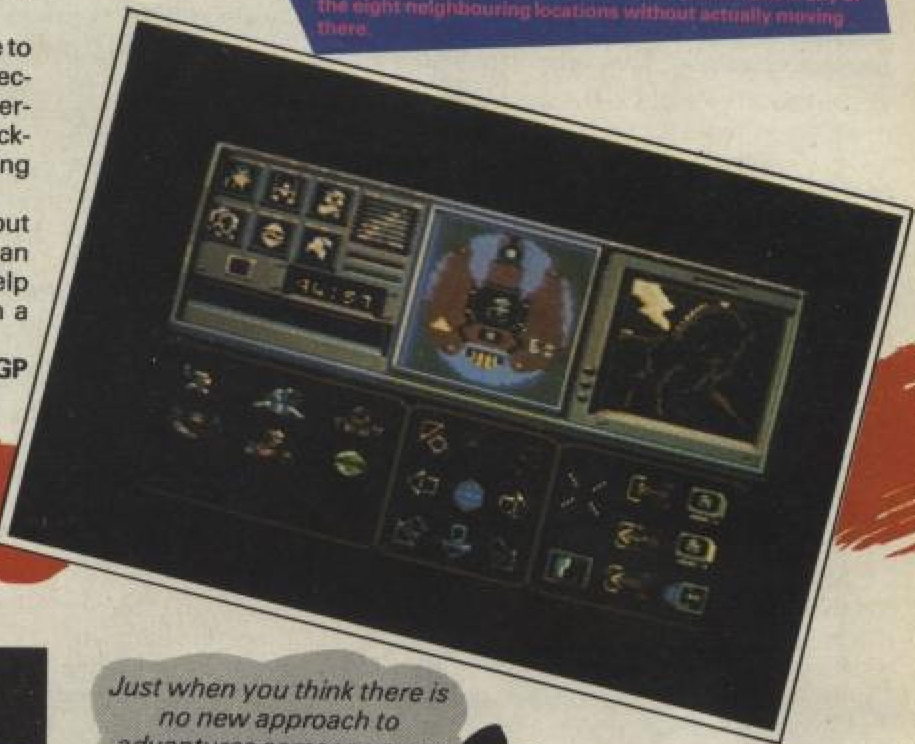
Other sounds include a tone to let you know when you've selected an icon, and a pulsating, persistent beeping in the background (Makes a good backing for the music, though).

Instructions are lengthy but comprehensive, and there's an excellent demo mode to help you along if things still seem a little confused.

GP

SIZZLER

Combat control screen. The red box bottom left reveals the objects and characters in your location. The three icons in the right hand box are (top to bottom) Attack, Defend, Retreat. The arrows in the centre allow you to look in any of the eight neighbouring locations without actually moving there.





The five selection screens

1.The main screen is the CHARACTER MENU, in which you select the character you wish to communicate with. The six characters are shown on the bottom half of the screen - any one can be selected with the cursor.

In the top left corner of the screen there is the character mode indicator. This shows smaller icons of the six members of the team, and their status, represented by a certain colour. For instance, if Sevrina is picking a lock, her character mode icon will turn green, if she were moving it would be white, and if she were weakening it would be grey.

In the top centre of the screen is the radar display. On selecting a member of the team, this will reveal a radar icon of the relevant character and a picture of his current location. If there is more than one character present at a location, then the icon will flash through images of those present.

To the top right is the current character indicator, showing (in superb high-resolution) the character presently being commanded.

2. The PHYSIOLOGICAL SCAN AND INFORMATION SCREEN shows the physical status of the character being used (strength, agility, and stamina) and allows access to further control - the other three screens. These are obtained by selecting one of three coloured monitors.

3. The yellow monitor is selected for OBJECT CONTROL. Any objects and persons in the same location will be displayed to the far left of the screen. If there are more than will fit a display, then a 'turn page' icon is displayed, allowing viewing of the remaining objects, etc.

Objects can be taken, dropped and used by selecting the correct icon. Not all objects can be taken, and some can only be used by specific characters. The only person, for example, who is capable of operating the transporter is Manto. Each object has a weight grouping - heavy, medium and light, and each weapon has a different attribute.

4. The red monitor moves you to PERSONNEL OR COMBAT CONTROL, and is used primarily for combat. It also gives further information on other characters present. Anyone currently occupying the same location, will be displayed on the screen. Any member of your team can attack, defend or retreat and combat strength and the presence of a weapon are taken into consideration in determining the result.

5. Finally, the green monitor is for LOCATION CONTROL, and allows movement to other locations. The eight directions of the compass are displayed with arrows, and possible exits are displayed as full arrows. In some cases locks will need picking to gain access to further locations. A brief text description of the location is also displayed.

Just when you think there is no new approach to adventures someone pops up with a stunningly different idea. This icon game has certain similarities to Alien but the differences are the key because this is a brilliant game. The combination of real time and adventure has been achieved in a very playable form and the complexity of the program gives you plenty to think about and do. Hopefully complicated rules won't put people off because it's a great game and as usual not as complicated as it sounds.



A new type of adventure with superlative graphics and a fantastic soundtrack. Although a lot of initial problems were encountered, the excellent instruction manual dealt with them all and I soon got heavily involved in the game. The only thing that dragged me from the game was the thought of having carbon granules for an evening meal.



PRESENTATION	**ORIGINALITY**
93% *Instructions are very slick in every aspect.*	94% *The very first icon-driven adventure.*
GRAPHICS	**HOOKABILITY**
92% *Stunning definition and use of colour all round.*	88% *Although initially daunting, the original approach soon drags you in.*
SOUND	**LASTABILITY**
82% *Superb musical scores, with adjustable tone.*	93% *160 locations, scores of objects and enemies to encounter.*
VALUE FOR MONEY	
91% *Stunningly impressive program - experienced game-players will rave over it.*	

ZZAP! TEST

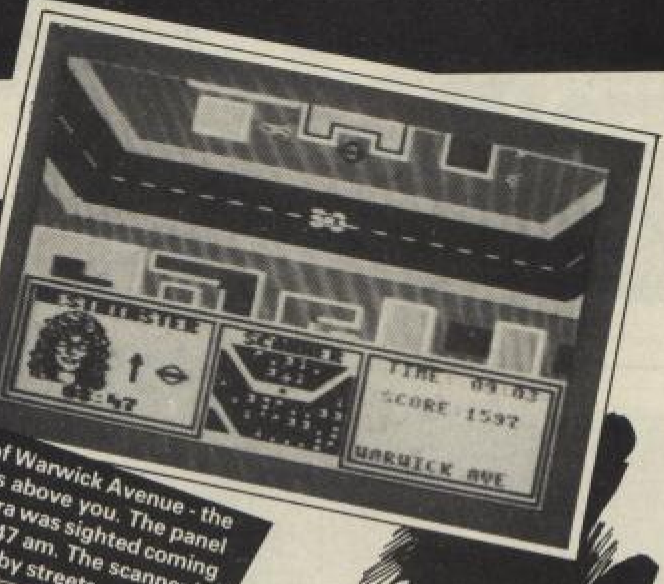
GIVE MY REGARDS TO BROAD STREET

MINDGAMES cass £7.99, joystick only

● **Drive around London in search of the lost music**



I didn't find this game particularly good. Although having a large playing area, it will take a lot of getting used to with its maze of streets and roads. Playability is spoiled by the tricky controls of the car. Without clairvoyance, crashing into anything and everything becomes a way of life. Frustration soon overcomes the desire to finish the game.



Zooming down the middle of Warwick Avenue - the tube station of same name is above you. The panel bottom left shows that Barbara was sighted coming out of Westminster tube at 8.47 am. The scanner in bottom middle shows the nearby streets.

There's a scale map of central London in *Broad St*'s huge playing area. Only a portion is displayed and scrolls as you move your car about the streets of the capital.

The scenario is based on the disappointing film of the same name, namely that your potentially mega-selling record has been taken and amnesia has set in. You have to rush about looking for your friends who each can remember fragments of 'No More Lonely Nights'.

The problem is all your friends are wandering around the London Underground. With the aid of your car computer, you have to intercept them as they emerge from the tube.

This requires an awful lot of rushing around, usually from one side of London to another. You are given your friends' haunts on the excellently produced instruction sheet. Using this and regularly updated information on where they've been seen most recently, you must use your intuition to guess where they're going to pop up next.

Should you succeed in recovering the entire tune (this would take a lot of doing) you reach the game's final stage in which you apparently have to assemble the notes correctly in a hectic session in the mixing studio. Unfortunately you have to work out for yourself how to use the mixing desk. . . .

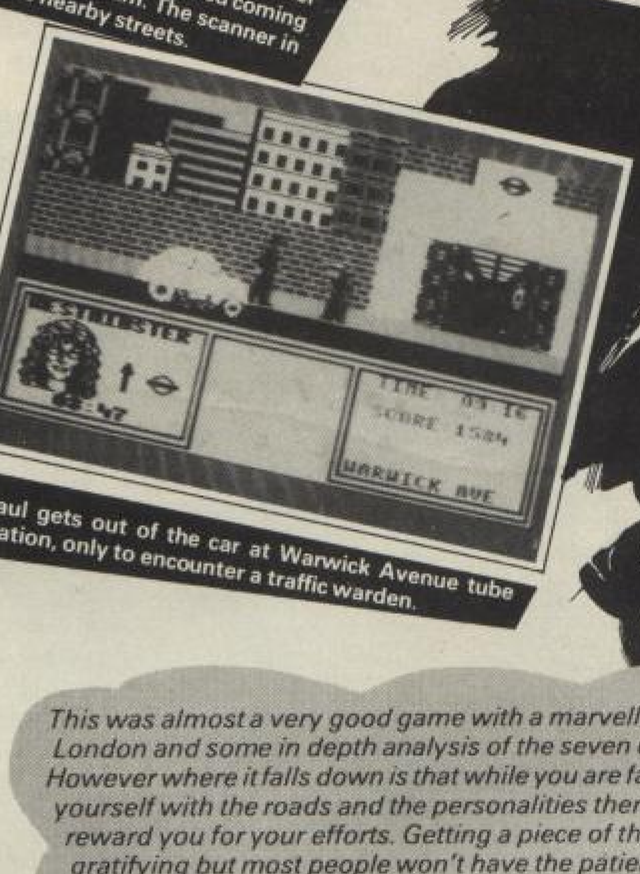
If you don't succeed inside the time limit, the robbers publish the record and you are reduced to busking.

During the game all the information is nicely presented on screen and the streets scroll nicely when you are travelling. The Wings hit 'Band On The Run' plays rather drearily throughout - other than that, sound is nonexistent.

The graphics are competent, with a nice screen when you are waiting for a friend outside a tube. If you stand around for too long a traffic warden will put a clamp on your car!

The control of your car is very tricky and the map scrolls at a furious rate as you whizz along. It's also very easy to get lost in the maze of streets. Indeed, unless you're familiar with the streets of London you'll find the game impossible to play alone without constant use of the pause button and reference to the map. It works better if you have a friend to do the mapping for you.

JR



Paul gets out of the car at Warwick Avenue tube station, only to encounter a traffic warden.



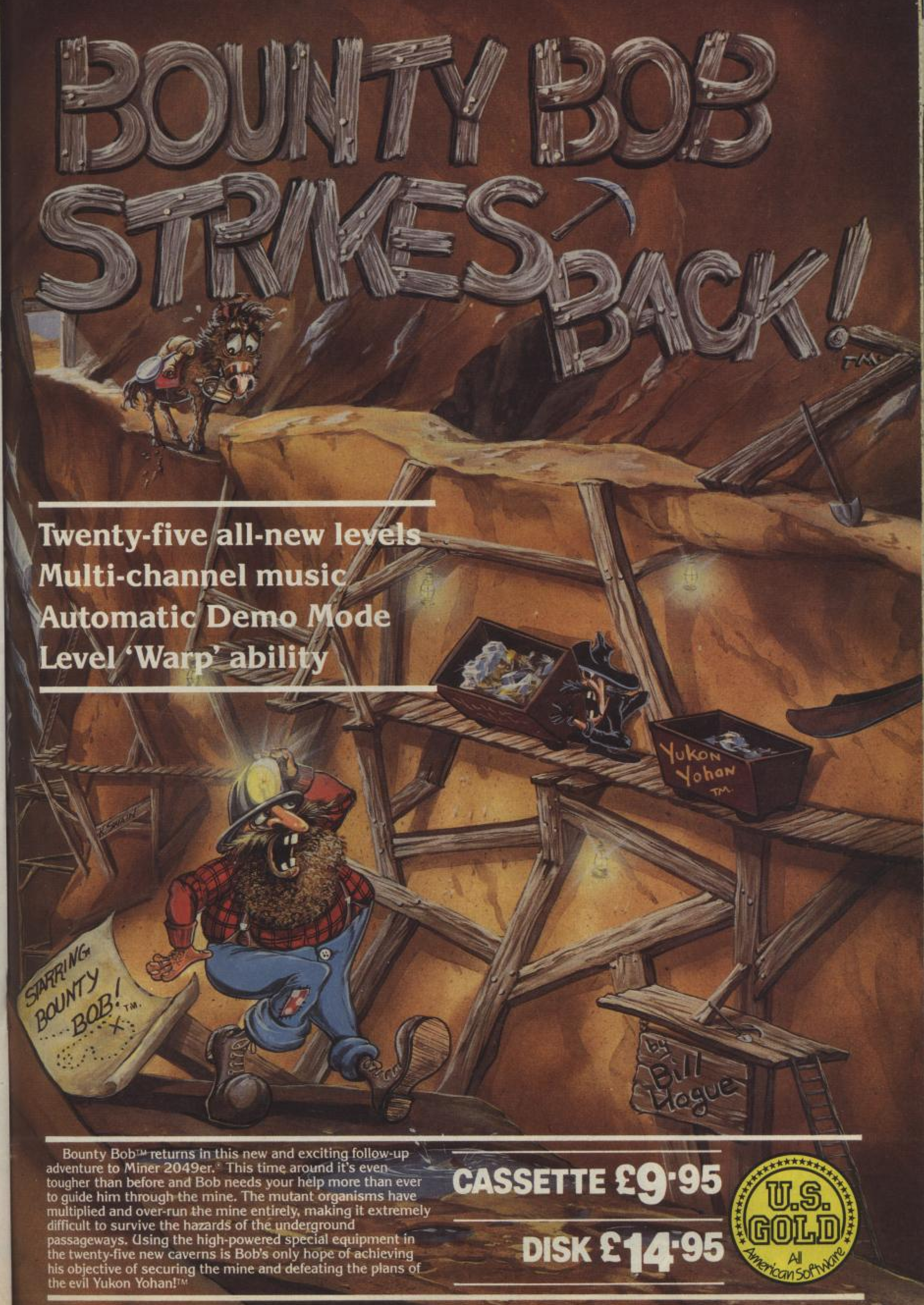
This was almost a very good game with a marvellous map of London and some in depth analysis of the seven characters. However where it falls down is that while you are familiarising yourself with the roads and the personalities there is little to reward you for your efforts. Getting a piece of the music is gratifying but most people won't have the patience to get really well acquainted with the program. It seems the authors got too wrapped up in their own game to recognize the barrier that such familiarity puts up to the first time player.

A strange blend of strategy, luck and aforethought, this game. Racing about London in your car proves tricky, and takes some getting used to. Collecting the notes is frustrating work, especially when people aren't quite where you expect them to be. Completing Broadstreet will take a considerable amount of time and patience - a lot more than I'm prepared to give in fact.



Rating	Score	Comment
PRESENTATION	88%	A very nice package with maps and detailed instructions
ORIGINALITY	81%	A unique scenario and new game-play elements
GRAPHICS	74%	Smooth scrolling streets, plus some nice screens
HOOKABILITY	52%	Poor control and high difficulty damage the game feel
SOUND	56%	Only one continuous tune until you find some notes
LASTABILITY	73%	Plenty of game there once you're into it
VALUE FOR MONEY	65%	Some very nice features.

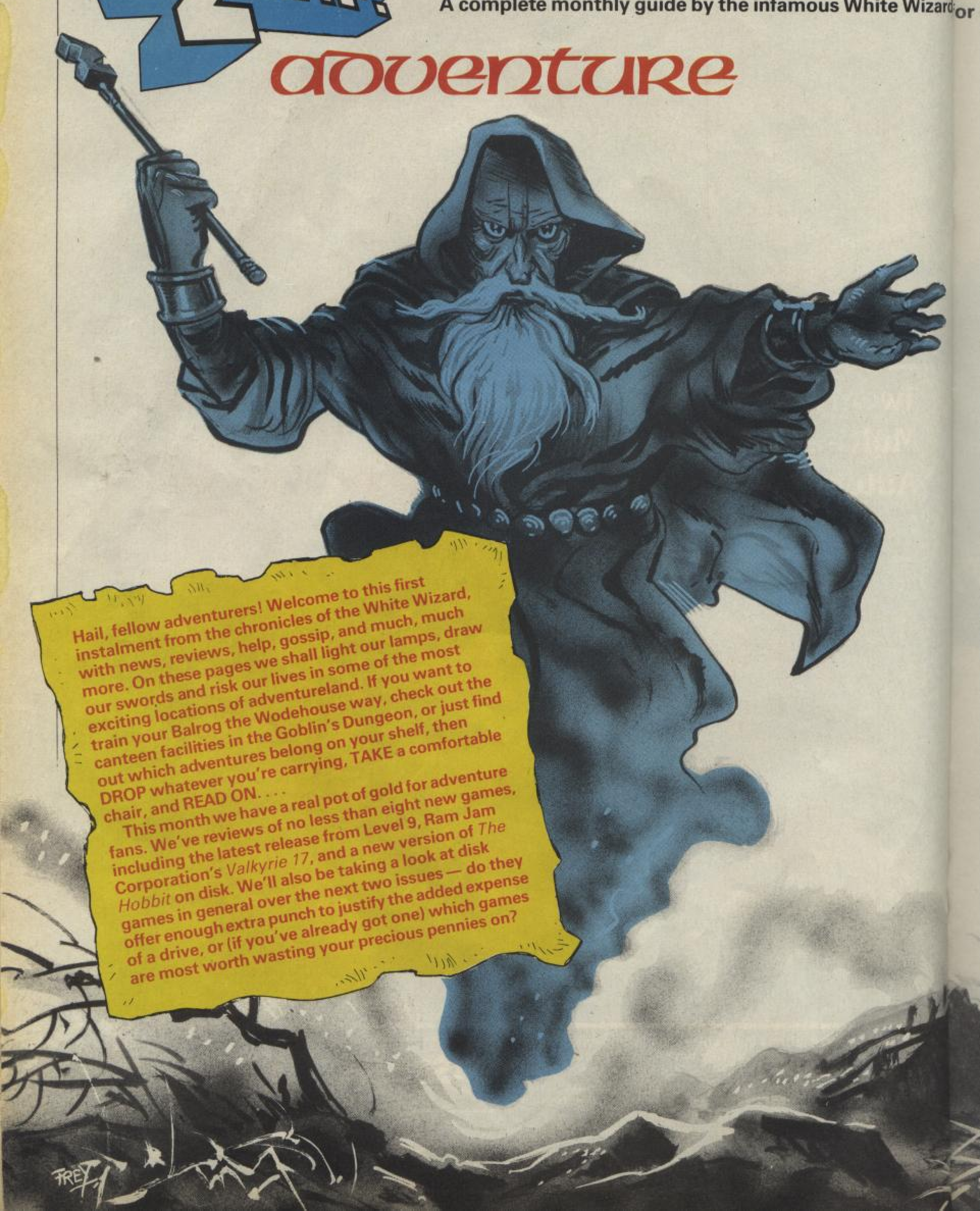



BOUNTY BOB STRIKES BACK!
TM.
Twenty-five all-new levels
Multi-channel music
Automatic Demo Mode
Level 'Warp' ability
Yukon Yohan TM.
STARRING BOUNTY BOB! TM.
by Bill Hogue
Bounty Bob™ returns in this new and exciting follow-up adventure to Miner 2049er.© This time around it's even tougher than before and Bob needs your help more than ever to guide him through the mine. The mutant organisms have multiplied and over-run the mine entirely, making it extremely difficult to survive the hazards of the underground passageways. Using the high-powered special equipment in the twenty-five new caverns is Bob's only hope of achieving his objective of securing the mine and defeating the plans of the evil Yukon Yohan!™
CASSETTE £9·95
DISK £14·95
U.S. GOLD
All American Software

ZZAP!

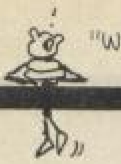
A complete monthly guide by the infamous White Wizard or

adventure

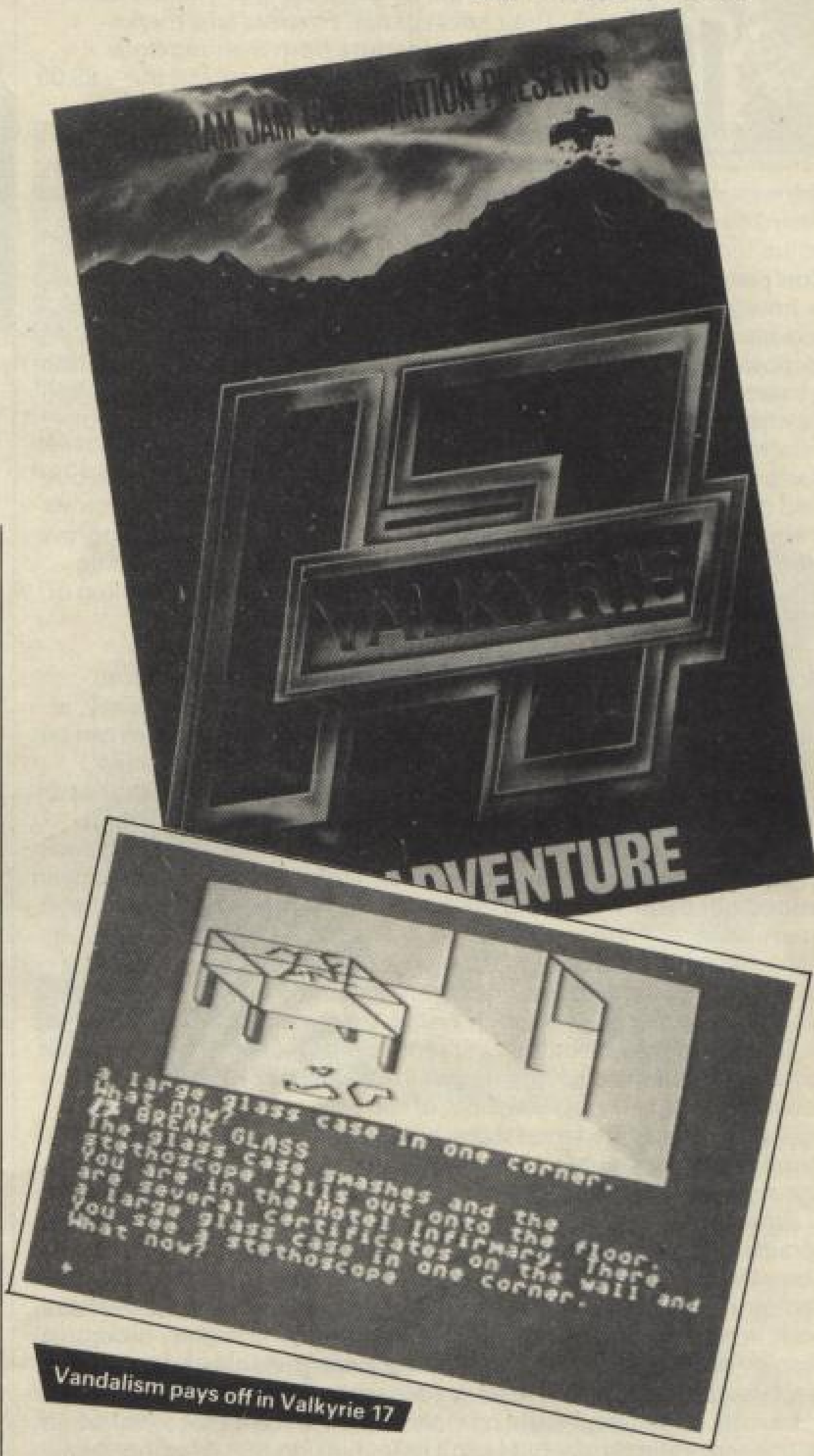


Hail, fellow adventurers! Welcome to this first instalment from the chronicles of the White Wizard, with news, reviews, help, gossip, and much, much more. On these pages we shall light our lamps, draw our swords and risk our lives in some of the most exciting locations of adventureland. If you want to train your Balrog the Wodehouse way, check out the canteen facilities in the Goblin's Dungeon, or just find out which adventures belong on your shelf, then DROP whatever you're carrying, TAKE a comfortable chair, and READ ON. . . .

This month we have a real pot of gold for adventure fans. We've reviews of no less than eight new games, including the latest release from Level 9, Ram Jam Corporation's *Valkyrie 17*, and a new version of *The Hobbit* on disk. We'll also be taking a look at disk games in general over the next two issues — do they offer enough extra punch to justify the added expense of a drive, or (if you've already got one) which games are most worth wasting your precious pennies on?



rd for all 64 owners who prefer games involving typed commands rather than wiggled joysticks.



Vandalism pays off in Valkyrie 17

First let's look at *Valkyrie 17* which originally appeared on the Spectrum last year and was hailed as being a very promising debut from RamJam, a division of Palace Software (of *Evil Dead* fame). The game comes nicely packaged complete with a 'document file' of loading instructions and background information.

Valkyrie 17 is a mysterious organisation that hails back to the darker days of World War II. Rumour has it that they are once again in operation, developing some unspecified super-weapon and practising the usual death and destruction which you, poor fool, must rush off and put a stop to.

The cassette comes complete with a series of ansaphone messages on one side, containing reports from your now-deceased predecessor, who seems obsessed with red kippers. By the sound of the last message on the tape, cut short by what seems like a gunshot, this obsession obviously cost him dearly — you have been warned.

The game is presented with frequent graphics (though not one for every location) and is very high on atmosphere. The graphics aren't tremendous, but they are carefully done and should be studied closely if you're going to solve all the puzzles.

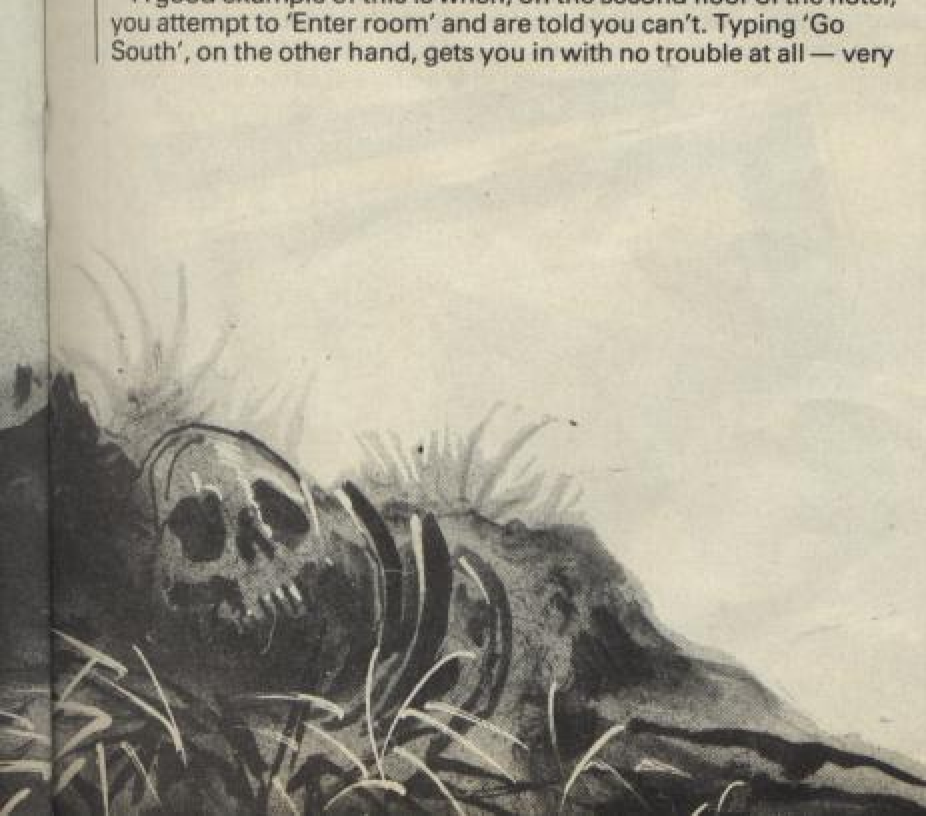
You start off in the bar of the Glitz Hotel in the company of a young lady who seems more interested in alcohol than anything else. Once you've escaped from the hotel (without paying your bill), you have to negotiate the deep snow outside, a ski—slope that really ought to be called a ski—cliff, and then a village with a particularly nasty line in public aquariums.

The program will accept some quite complex inputs, but annoyingly it doesn't always tell you if it hasn't understood what you're saying. Typing 'Examine t&*!xz(' for example, gets you the response 'You see nothing special' and this lack of precision sometimes means that you're in danger of giving up on a particular puzzle even though you may be on the right track.

A good example of this is when, on the second floor of the hotel, you attempt to 'Enter room' and are told you can't. Typing 'Go South', on the other hand, gets you in with no trouble at all — very confusing. Nevertheless, as a general rule, the program is quite adept at understanding what you're saying.

What makes *Valkyrie 17* so much fun to play, apart from the excitement of the scenario, is a very logical design to the puzzles and a great sense of humour throughout. At the very beginning of the game, for example, you're asked whether the copy you're using is a pirated version or not. Say yes, and the program appears to crash— it's not until you press Run/Stop in despair to start again that it suddenly reboots and lands you in the hotel.

This high quality and sense of fun is maintained throughout the game. RamJam's next program, *Holiday in Carpathia*, is soon making its appearance on the Spectrum, so 64 owners shouldn't have to wait too long for a sequel. In the meantime, the program's yours for £9.95, which seems a bit on the steep side, but it's an enjoyable romp nevertheless.



VALKYRIE 17
RamJam Corporation, £9.95 cass

Atmosphere	**80%**
Interaction	**65%**
Lasting Interest	**75%**
Value for Money	**67%**

Level 9 need no introduction, unless you've been languishing in the Goblin's Dungeon for the last few years. Their latest game, *Emerald Isle*, marks something of a departure from their previous releases however in that it costs only £6.95 — £3.00 cheaper than the others.

The lower price is because the game has been designed to be slightly more modest in scope than the company's other blockbusters. Still, you can't complain — it has over 200 pictures on the 64 version, which sounds to me like good value for money. It's certainly not as tricky as, say, Snowball, but don't let that put you off — this game is no doddle by any means.

Emerald Isle lies in the Bermuda Triangle, which means essentially that it's one of those places that are difficult to get to and impossible to leave. You start the game hanging ignominiously from a tree top, dangling by your parachute chords . . . and before you can say 'Knife' you've ended up as a tasty meal for a jungle predator.

In fact, saying 'Knife' won't do you much good because you haven't got one, but there you go. Once you've sorted that one out, and made it down to terra firma (which isn't very firm at all) you've then got to find your way out of a charming little maze of mangrove trees. Yes, just as in *Return to Eden* Level 9 are showing sadistic tendencies by dropping you into the soup right at the beginning of the game.

Your objective on Emerald Island is no less than supreme domination, since the only way you'll be able to leave is if you become king (or queen). The reward for failure, needless to say, is rapid decease. The program uses split screen graphics which can be toggled on and off using the commands 'words' and 'pictures'.

To be honest, the White Wizard doesn't think Level 9 are too hot on the graphics. The pictures are OK, but no more than that. Worse, there's the famous Commodore split—screen glitch flickering away in the centre of the screen — surely something that should have been ironed out before releasing the game, but I suppose you can't have everything.

And there is a lot here, make no mistake. If you can get over the occasional inconsistency, like entering 'Examine wall' and being told that you can't see a leather wallet, then you're in for a great time.

The island may be hidden in the Bermuda Triangle, but that doesn't stop it from having its own train network to whisk you from location to location (on payment of the appropriate fare). Giant spiders, preoccupied monarchs, and speeding trains are all there to greet you, and should you have a fatal argument with anybody you are simply resurrected elsewhere with all your possessions intact.

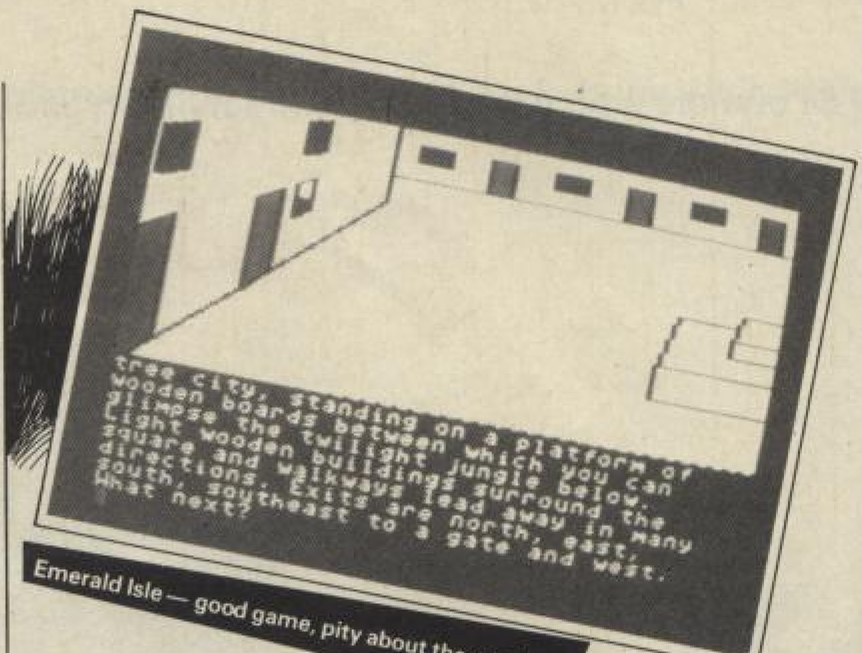
Emerald Isle is a lot less daunting than other Level 9 games and I'm afraid that for a number of seasoned Level 9 fans the program will be something of a disappointment, though of course one must remember it costs rather less. The White Wizard has to admit that a couple of misprints in the text combined with the slightly flickery display and imprecise word checking mean that this game really isn't up to the standards of its predecessors.

Level 9, of course, would probably say that it isn't meant to be up to the same standards, but I can't help thinking that I'd rather pay a bit more for a game like *Lords of Time* than a bit less for one like *Emerald Isle*. Nevertheless, for more inexperienced adventurers it may be just the ticket, and remember that a slightly inferior game from Level 9 can still beat the pants off most of the competition.

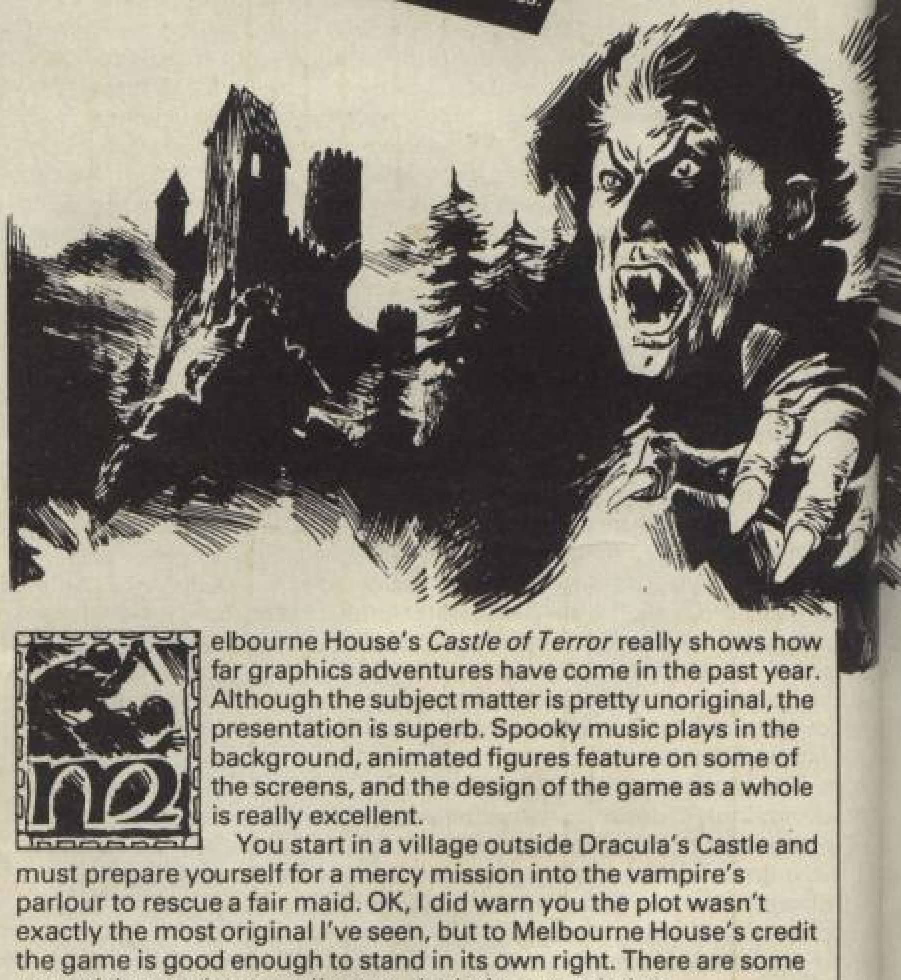
EMERALD ISLE
Level 9, £6.95

Atmosphere	**65%**
Interaction	**55%**
Lasting interest	**78%**
Value for money	**85%**





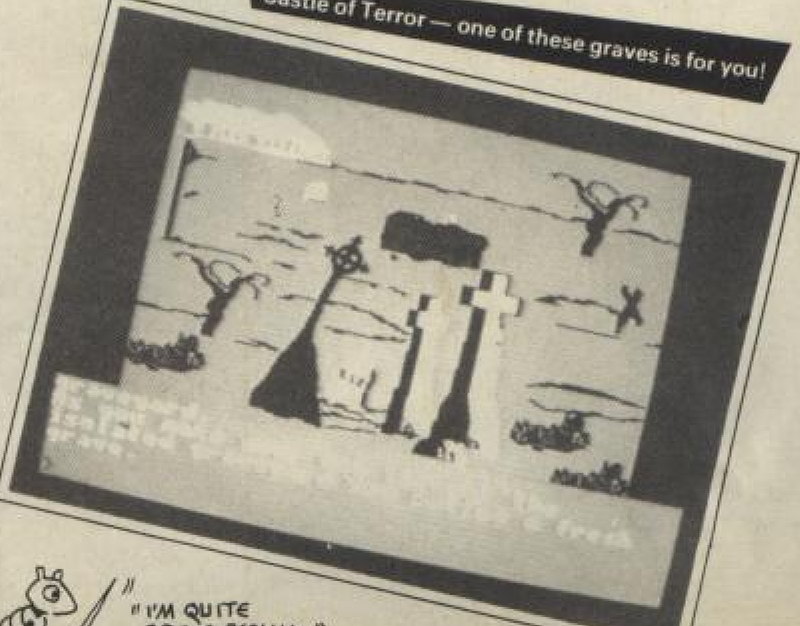
Emerald Isle — good game, pity about the graphics.

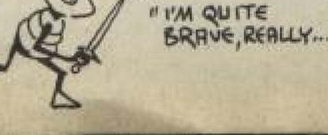


Melbourne House's *Castle of Terror* really shows how far graphics adventures have come in the past year. Although the subject matter is pretty unoriginal, the presentation is superb. Spooky music plays in the background, animated figures feature on some of the screens, and the design of the game as a whole is really excellent.

You start in a village outside Dracula's Castle and must prepare yourself for a mercy mission into the vampire's parlour to rescue a fair maid. OK, I did warn you the plot wasn't exactly the most original I've seen, but to Melbourne House's credit the game is good enough to stand in its own right. There are some very tricky puzzles as well, so you're in for a tough time.

Castle of Terror — one of these graves is for you!





The graphics don't just look pretty, they're also functional. You'll have to examine the screens reasonably carefully to find that the program doesn't understand many of the objects you can identify. Some of the locations involve some interaction with other characters, but don't expect any complicated conversations — though you'll get to hear a story if you're prepared to pay for it.

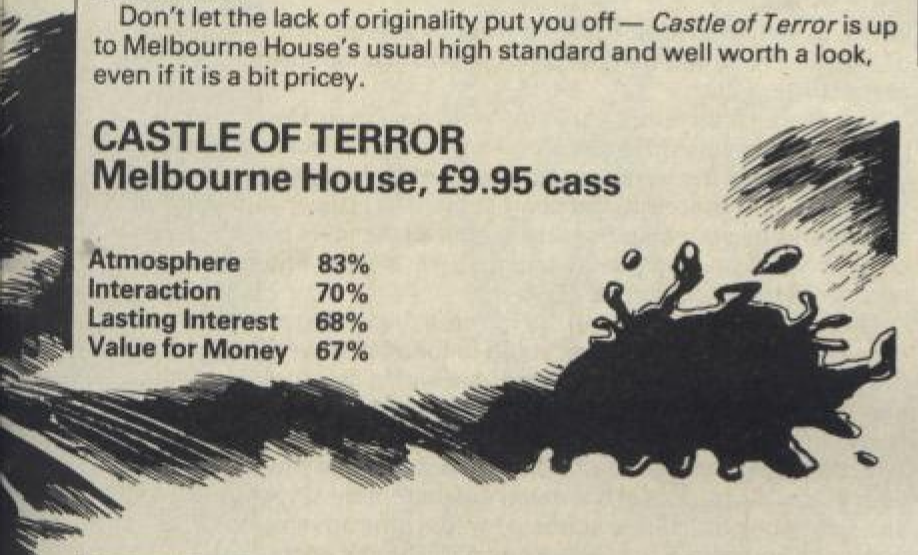
I haven't covered all the locations in *Castle of Terror* yet, but there don't seem to be an enormous number. Some of the puzzles are quite nicely thought out, though there are moments of confusion, particularly concerning the object you need to enter the castle with, which seems to undergo a change of identity once it enters your inventory.

There are no serious Hobbit-bugs here however, and a lot of good programming features — the pictures draw rapidly, the response times are very quick, and if the program doesn't understand your input it does you the favour of telling you which word it's having trouble with.

Don't let the lack of originality put you off — *Castle of Terror* is up to Melbourne House's usual high standard and well worth a look, even if it is a bit pricey.

CASTLE OF TERROR
Melbourne House, £9.95 cass

Atmosphere	83%
Interaction	70%
Lasting Interest	68%
Value for Money	67%



And now for something quite different. Mikrogen's *Witch's Cauldron* is a full-blown graphical adventure in which you enter commands at the keyboard and watch yourself move about the screen exploring different locations. This game will certainly keep you on the hop, since at the beginning at least you appear in the role of a small toad, courtesy of the wicked witch Hazel.

Your objective is to find certain magic ingredients and solve a number of riddles which will eventually enable you to return to human form, but not before you've put in some very different appearances!

The graphics are truly excellent — well up to *Pyjamarama* standards - and despite the obvious effort that's been put into them the text side of the game hasn't suffered too much as a result. There's a reasonable vocabulary and a number of things to find and use.

Witch's Cauldron is great fun to play but very frustrating! The White Wizard has been struggling with it for quite some time and still hasn't got very far. Being a toad is bad enough, but turning into a bat and getting eaten is a bit hard to take. Nevertheless I'm thoroughly enjoying playing this game and recommend you hop down to the shops and get a copy.

WITCH'S CAULDRON
Mikrogen, £7.95 cass

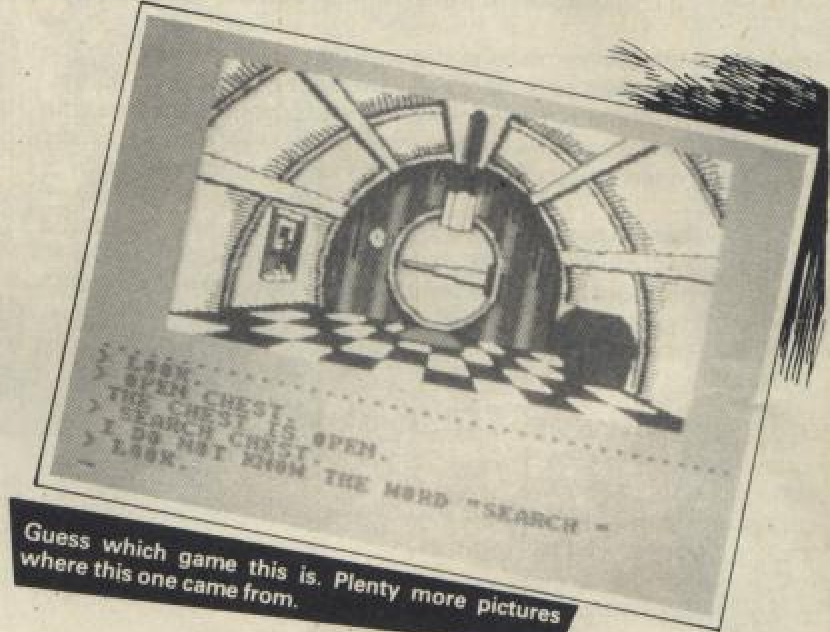
Atmosphere	50%
Interaction	58%
Lasting Interest	72%
Value for money	65%



Aren't you pretty?! Time for a swim in the Witch's Cauldron

Using disks can greatly enhance the potential of a game - by loading in location descriptions when required instead of having to keep them all stashed away in valuable memory a far richer game can be presented.

In the next couple of issues we'll be taking a brief look at some disk-based games to see whether programmers do in fact make good use of the extra possibilities and which programs you should add to your collection. Even if you don't have a drive, you'll find that some of the games we'll be looking at will really make your mouth water, and in the best cases can give you a good idea of what a state-of-the-art adventure has to offer.



Guess which game this is. Plenty more pictures where this one came from.

First, Melbourne House's new version of *The Hobbit*, with added locations and improved graphics. The game comes on a double-sided disk — you load the program side first and then turn over the disk to get the graphics during play. The first thing you'll notice is the music, some of which is really great and adds a good deal of atmosphere to the game. The music changes as you move from location to location and boy! does it get spooky in the Goblin's Dungeon!

The game features thirty extra locations and many of the descriptions have been greatly enhanced. Add to that the fact that Melbourne House have given the other characters, Thorin in particular, a lot more to say and you have a considerably improved game.

Some of the new additions really do affect the way you have to play and although the White Wizard has spent a good few hours Hobbiting in the past, he has to admit that this new version has a lot to offer. My own feeling is that £17.95 is a bit too much to pay for the privilege, but if you haven't already got the tape version you might be tempted to fork out your pennies for the satisfaction of owning a truly classic game.

THE HOBBIT
Melbourne House, £17.95 disk

Atmosphere	90%
Interaction	80%
Lasting interest	80%
Value for money	75%



One game that certainly isn't destined to become a classic is *Ripper* from Eclipse software. The action takes place in Hampstead Manor in 1900. A number of famous characters, including Sherlock Holmes, Houdini, and Florence Nightingale, are staying at the house, which is also sheltering the dreaded 'Jack the Ripper'. Your task, predictably, is to track down this unsavoury character before he fills the larder with dead bodies.

It has to be said that the game has some ghoulish touches which do add to the atmosphere. As you play, the number of victims is displayed at the top of the screen, and occasionally someone passes you by carrying 'a fresh supply of meathooks'. This is all very confusing until you stumble into the larder and discover a whole row of maids strung up on the aforesaid hooks. Ugh....

The game is quite tricky to solve. Most of the characters will offer help of some kind or another but it can't always be relied upon. Marie Curie, for example, blotted her copybook as far as I was concerned by suggesting I drink a potion which then turned out to be sulphuric acid.

Unfortunately, atmosphere is about all this game has to offer. The location descriptions are pathetically short for a disk-based game and there are unbearable delays while the program processes your inputs. If these delays were caused by disk accesses, resulting in rich and lengthy descriptions, I might be able to live with them, but they're not.

As a tape-based game, this program would look pretty sparse and it's certainly not a good reason to rush out and buy a disk-drive. Even if you've already got one, you should think twice before parting with the necessary £12.95.



RIPPER
Eclipse Software, £12.95 disk

Atmosphere	**65%**
Interaction	**50%**
Lasting interest	**58%**
Value for money	**50%**

Far more enjoyable, but at £19.99 still on the expensive side, are two new releases from Activision, *Mindshadow* and *The Tracer Sanction*. Both games load up with a menu offering three choices — play the game, 'living tutorial', and 'sneak preview'.

The tutorial is a lengthy introduction to playing adventures complete with a sample puzzle, all of which could be of great use to novice adventurers. The games accept complex inputs, such as 'Give the money to the bartender', and have the useful facility of allowing you to issue multiple direction commands. Entering N.N.N.E., for example, would move you instantly North, North, North, and East to a new location, thereby saving you a lot of time if you know where you're going.

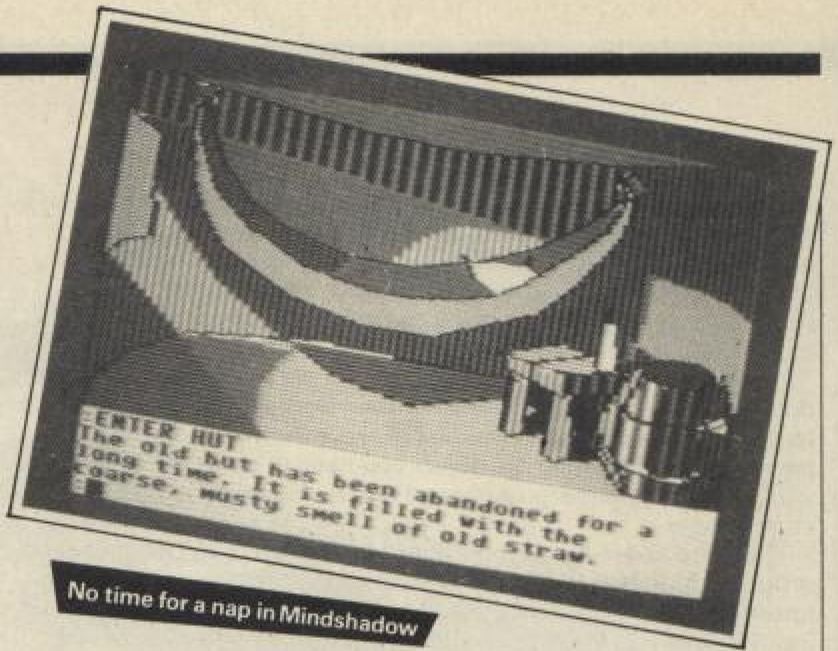
The 'sneak preview' is simply an advertisement for the other game in the series, designed to whet your appetite with juicy graphics and a description of the plot.

The game format is striking and colourful — a large illustration for each location, and a small window for text underneath. You can get rid of the graphics instantly at any time simply by pressing the RETURN key twice. The pictures draw quickly and look very professional, though I felt somehow that they didn't have a lot of character. Others might disagree.

Mindshadow is a very logical game in which you start off on a desert island and must travel the world in search of your own identity, your mission, and in fact the very purpose of the game.

There are approximately 80 locations to be visited, and most of these present a puzzle of some kind or another. The game has obviously been well designed, and there are no stupid 'Suddenly a rock falls from nowhere and kills you. Play again?' routines. If you die in this game, you usually deserve to.

One interesting feature of *Mindshadow* is the ability to 'Think about...', and sometimes you'll get an insight into a certain problem, though it doesn't often work. You can also ask for help,

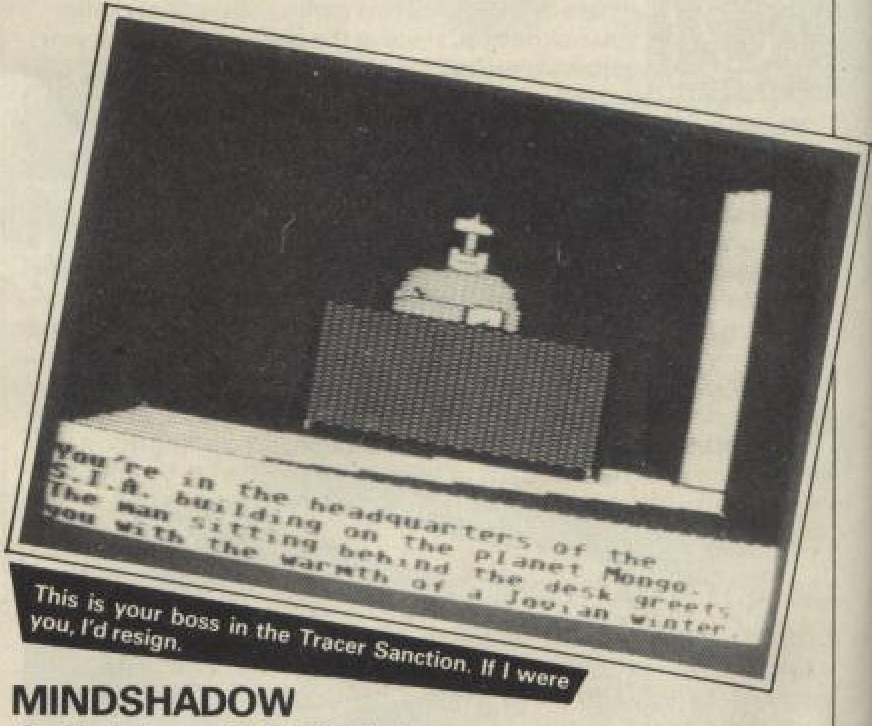


No time for a nap in Mindshadow

which is delivered (don't ask me why) by a large bird, and is usually of little use. You can think as often as you like, but the bird will only make three visits.

The Tracer Sanction is very similar in design to *Mindshadow* though with a very different plot. As an interplanetary secret agent you must roam the galaxy in your extremely fuel-conscious space ship (only 500 gallons to the nearest planet). Heaven knows what sort of engine your ship possesses, but as the stars scroll past your cockpit you can hear what sounds like a very unhealthy motor-scooter in the background.

There are some touches of dry humour, including an interminable queue of people that you can stand in for ever, never quite reaching the end. You'll also have some trouble with a certain crazed dwarf and some unstable stalactites — at least if you go the way I did. I found this game rather easier than *Mindshadow*, though, and the atmosphere rather less enthralling in outer space than it was on board ship. Both games, however, are extremely attractive to look at and might be particularly suitable for first time adventurers who will no doubt appreciate the 'living tutorial'. What's encouraging about these games (and the disk Hobbit, of course) is that here we have adventures with really excellent graphics that make good use of text and can handle some quite complex inputs. Again, however, you pay a price for all this.



This is your boss in the Tracer Sanction. If I were you, I'd resign.

MINDSHADOW
Activision, £19.99 disk

Atmosphere	**70%**
Interaction	**70%**
Lasting interest	**68%**
Value for money	**60%**

THE TRACER SANCTION
Activision, £19.99 disk

Atmosphere	**55%**
Interaction	**70%**
Lasting interest	**65%**
Value for money	**60%**

TÍR NA NÒG

NOMINATED For
C.T.A.
GAME OF THE YEAR
award

Now for
CBM 64



GARGOYLE GAMES

£9.95

48K ZX SPECTRUM
CBM 64

Tir Na Nòg — the land of youth, the other world.

Tir Na Nòg — the kingdom of the sidhe, the home of dagda's cauldron.

Tir Na Nòg — a vast and complex adventure, in a magical celtic landscape.

Tir Na Nòg — a most stunning visual experience, with state-of-the-art film animation.

Tir Na Nòg — a true computer movie.

ALSO FROM GARGOYLE:
THE STUNNING SPACE GAME,
AD ASTRA - £5.95

WINNER – CRASH READERS'
BEST SHOOT-EM-UP AWARD

GARGOYLE GAMES, 74 KING STREET, DUDLEY, WEST MIDLANDS. TEL: DUDLEY 238777



ZZAP! adventure

ADVENTURE NEWS •



Back to the original

Duckworth who publish 'Exploring Adventures on the 64' by Peter Gerrard among other things have just brought out a version of the original adventure, *Colossal Cave*, by the same gentleman, which the White Wizard will be looking at next month.

They've also released *Timesearch* by John Ryan and Castle Dracula by Ray Davies. Expect to pay £7.95 for the privilege of loading these into your 64. They also publish *Mountain Palace Adventure*, but WW's advice is to stick well clear of that one — a worthy attempt but not a great example of the art of adventure programming.

Going beyond Midnight

If you've been enjoying Beyond's *Lords of Midnight*, you'll no doubt be looking forward to the conversion of *Doomdark's Revenge* for the 64, which shouldn't be too long in coming.

Meanwhile, get a load of this — Mike Singleton is currently working on *The Eye of the Moon*, the third game in the series, which will feature an incredible 16000 locations!

With 8 views from each location, you don't need to be a genius to see that that adds up to 128000 different panoramic screens. What's more, says Mike, 'Magic will play a more important role than before . . . so polish your wands, fellow wizards.



Enter the castle

Castle Blackstar, a text-only classic game that forms part of a trilogy currently under development, is about to be released for the 64 by CDS software. This game is a match for some of the best British text-games around, even Level 9's range, and has you penetrating the infamous Castle Blackstar in pursuit of fame and fortune. Don't miss it!



MY TEN ALL-TIME FAVOURITES

Elsewhere in this journal you may see a list of what are supposed to be the greatest 64 arcade games of all time. Not to be outdone, I have compiled my own list of the 10 greatest adventures on the 64. But remember, I'm an eccentric wizard!

Do your own graphics

Gilsoft have recently released *The Illustrator* for use with *The Quill* program on the Spectrum and hope to release it soon for the Commodore — watch this space. *The Illustrator* enables you to include graphics in a *Quill*-generated game and is being eagerly awaited by both the public and a number of software houses, many of whom are now using *The Quill* to help develop their own programs — lazy so-and-so's.





Artic sees the light

Artic, already well-known for their range of Spectrum adventures, are now releasing their titles for the 64. If you've never played an Artic game, beware! Many intrepid master-wizards have shattered their staffs in frustration on *Planet of Death, Espionage Island, Ship of Doom*, and *Inca Curse*.

Don't expect any mind-boggling graphics since the games are text-only, but with some shops selling them for as little as £1.99 you can be confident of getting your money's worth.

Magra 64 arrives

Mastervision, a subsidiary of Mastertronics, have just brought out Wrath of Magra for £12.50. This is a real blockbuster of a game that comes in four parts and should keep you struggling against the forces of evil for weeks on end. Meanwhile Black Crystal, an earlier Carnell game that forms part of a series with Volcanic Dungeon and Magra, is available for £3.99.



Just a taste of what's to come in Soul Gem of Martek — a 150K, 6 part blockbuster coming soon from Anirog for £9.95.

Twin for Kingdom Valley?

Bug-Byte struck gold with *Twin Kingdom Valley*, on of the popular 64 graphics games, but they still haven't followed it up with a sequel. Rumour has it that the next game will involve the player in a search for the source of the River of Gold, but we're unlikely to see the program much this side of November. Keep your fingers crossed. . . .

ADVENTURE NEWS •

1. COLOSSAL CAVE,.
First place has to go to this tremendous game, the first ever adventure (also known as ADVENTURE, COLOSSAL CAVERN etc.) Originally programmed in Fortran by Americans Crowther and Woods, it's now available for the Commodore in several different versions, including ones from Level 9 (*Colossal Adventure*), Melbourne House (*Classic Adventure*), and Duckworth (*Colossal Cave Adventure*). Despite its age, the game is still played avidly by gamesters all over the world.

2. The ZORK Trilogy
The first of the Infocom range of games, which have set a standard for all text-only games ever since they were first released. Later Infocom games, like *Suspect* and *Hitch-Hikers Guide* are tremendously sophisticated, with complex character interaction and huge vocabularies. Available on disk only, but the best reason I know of for buying a drive.

3. THE HOBBIT
It may look a little dated now, but of all games this one has been the most responsible for winning a wider audience for adventures. It also popularised the use of graphics and interactive characters, introducing a whole new wave of games.

4. LORDS OF TIME
Or *Snowball*, or *Dungeon Adventure*, or *Return to Eden*. Whichever way you look at it, Level 9 have consistently won for themselves a place in the adventure charts for every game they produce. The White Wizard's favourite happens to be *Lords of Time*, but any one of their titles could claim 4th place.

5. TWIN KINGDOM VALLEY
One of the most played of Commodore adventures, and deservedly so. Not only did it break new bounds by having an astonishing 170 graphics screens, but it also boasted interactive characters and a tremendous atmosphere.

6. SCOTT ADAMS
No, I know he's not a game, but what would YOU put in the chart? Scott's games have all been hugely popular, with tricky puzzles and, most recently, tremendous graphics. Whether you happen to prefer the *Hulk*, *Pirate Cove*, or *Spiderman*, You'll agree that every adventurer should be a True Believer.

7. HEROES OF KARN
Another tremendously successful 64 adventure, which owes its popularity to its superb graphics (even if they do take ages to draw) and beautiful music. Anyone who's ever wanted to kiss a frog should buy this game and get on with it!

8. THE TIME MACHINE
Or *Perseus and Andromeda*, or *Ten Little Indians*, whichever of the Channel 8/Digital Fantasia games you've enjoyed, you can't deny that this series has been among the most played of all 64 adventures. They may not be the most sophisticated adventures around, but they're certainly some of the most popular.

9. URBAN UPSTART
This title slips into the charts simply because of its sense of humour and originality. Although it doesn't have many locations, it's an extremely enjoyable puzzle that graces many adventurers' collections. Previously most games had been set in mysterious and exotic locations, but *Urban Upstart*'s Scarthorpe brought us all down to earth.

10. CASTLE BLACKSTAR
This gets in here because it happens to be a personal favourite of the White Wizard, who first saw it on the Spectrum 18 months ago and has been waiting for its 64 appearance ever since. The good news is that it's on its way to the shops right now. *Castle Blackstar* is the first game of a trilogy. excellently programmed, and although it's text-only it has some great location descriptions. A little-known classic that deserves a larger audience.

Honourable Mention: Mike Singleton and Beyond for *Lords of Midnight*, perhaps not strictly an adventure, but a game that belongs in every adventurers' collection

ZZAP! adventure



Wow! Wizard tips

Okay all you frustrated adventurers, just in case you can't summon up the strength to pick up the phone or write a letter to the courageous souls offering aid via the Help Function, here's a a whole column of tips to get you out of trouble.

We'll be running loads of tips in each issue, so why not keep them safely stored away somewhere, and after a few months you'll find you've got a real library of lifesaving clues of keep you out of trouble.

Just one word of warning. The White Wizard is firmly of the belief that anyone who plays adventures is a cut above the average, so I won't insult your intelligence by actually printing SOLUTIONS to the problems you'll encounter. The essential information will be concealed in a series of cryptic clues, which you — snigger — will have to decipher.

Seasoned adventurers who would like to send in their own cryptic clues will see their names in glorious print on these hallowed pages. Those who excel themselves may even be rewarded with, gasp, exciting free programs from the wizard's private hoard!

Don't forget that all tips must be in riddle or puzzle form - nothing too obvious - but should also be accompanied by the exact solution, just in case the White Wizard has been hitting the Pipistrelle 1946 and is feeling a little woolly-headed as a result.

SPIDERMAN
(clues submitted by the honourable Steve Williams)

It's out of sight, out of mind, as far as the Ringmaster's concerned.

Just defeating Dr Octopus isn't enough. Timing is what's important.

HEROES OF KARN

Ol' Skull-and-Cross-Bones grins and swaggers
But is no match for d.....s with d.....s

The BEAR could turn out to be a sticky customer!

Beanz grow higher than bricks and mortar
To find out how, just add .....

EMPIRE OF KARN
(clues submitted by honourable demi-wizard Colin Loosemore)

Sailors claim to have seen the light through abuse of rum.

The Sorcerer can't stand cleanliness, especially where lamps are concerned.

Is it a mongoose or a mouse? They seem to have a lot in common.

Can't go up in the world in the Tower of the Moon? The Indians have a trick for this one.

TWIN KINGDOM VALLEY

Corporal punishment is recommended for dragons, but lurkers are more broadminded.

URBAN UPSTART

Make sure you've got something to read on your flight.

Remain properly dressed at ALL times.



Wizard's help function

Here's a column of solid gold for harrassed 64 adventurers who keep getting into trouble. Other adventurers from across the country are holding out their hands to help you - just check out their addresses on this page. Offering your services on the Help Function is a great way to spread your wings, meeting all manner of adventurers and making new friends, so get those postcards rolling in today!

If no one seems to be offering help where you need it, then don't despair - just pop your name, address, and problem on a postcard and send it to **The White Wizard, Zzap! 64, 1 Church Terrace, Yeovil, Somerset, BA20 1HX.** Offers of help should be sent to the same address. Let's all work together to make this page the liveliest, friendliest column for adventurers everywhere.

Do remember, though, if you write to somebody and expect a reply from them, to enclose a self-addressed, stamped envelope. And if you're offering help and include your telephone number, bear in mind that you may receive calls by the dozen, so perhaps it's wise to check the other members of your household first to make sure

The White Wizard regrets that, due to the extreme pressure of the Right Worshipful Union of Wand Wielders annual examinations, he is unable to answer queries over the 'phone, but he is always eager to enter into correspondance with fellow adventurers, though SAE's are appreciated if you want a prompt reply.

HELP OFFERED

Heroes of Karn, Empire of Karn
Colin Loosemore, 29 Rufus Gardens, Totton, Soton, SO4 3TA. Tel.(0703) 871960 after 5pm.

Quest for the Holy Grail
Jonathan Gill, 108 Kineton Green Road, Solihull, West Midlands, B92 7EE.
Tel. (021) 706 5572

Quest of Merravid, Heroes of Karn, Erik the Viking and others
Tony Treadwell, 41 Fernhill Road, Oxford, OX5 1RR. Tel. 08675 6670

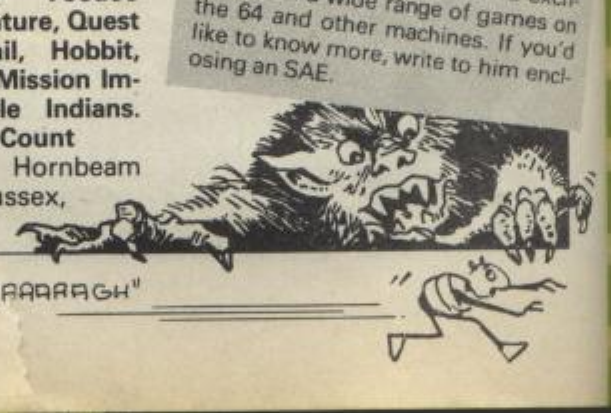
Colossal Adventure, Dungeon Adventure, Lords of Time, Snowball, Hobbit.
Philip Chan, 7 Rushmead Close, Canterbury, Kent, CT2 7RP Tel. 0227 453911 between 6 and 9pm only.

Hobbit, Valhalla, any Level 9 game
Stuart Henderson, 61 Stevenson Drive, Edinburgh, EH11 3DU

Spiderman, Hulk, Voodoo Castle, Pirate Adventure, Quest for the Holy Grail, Hobbit, Classic Adventure, Mission Impossible, Ten Little Indians. Adventureland. The Count
S.A.Williams, 32 Hornbeam Close, Horsham, Sussex, RH13 5NP.

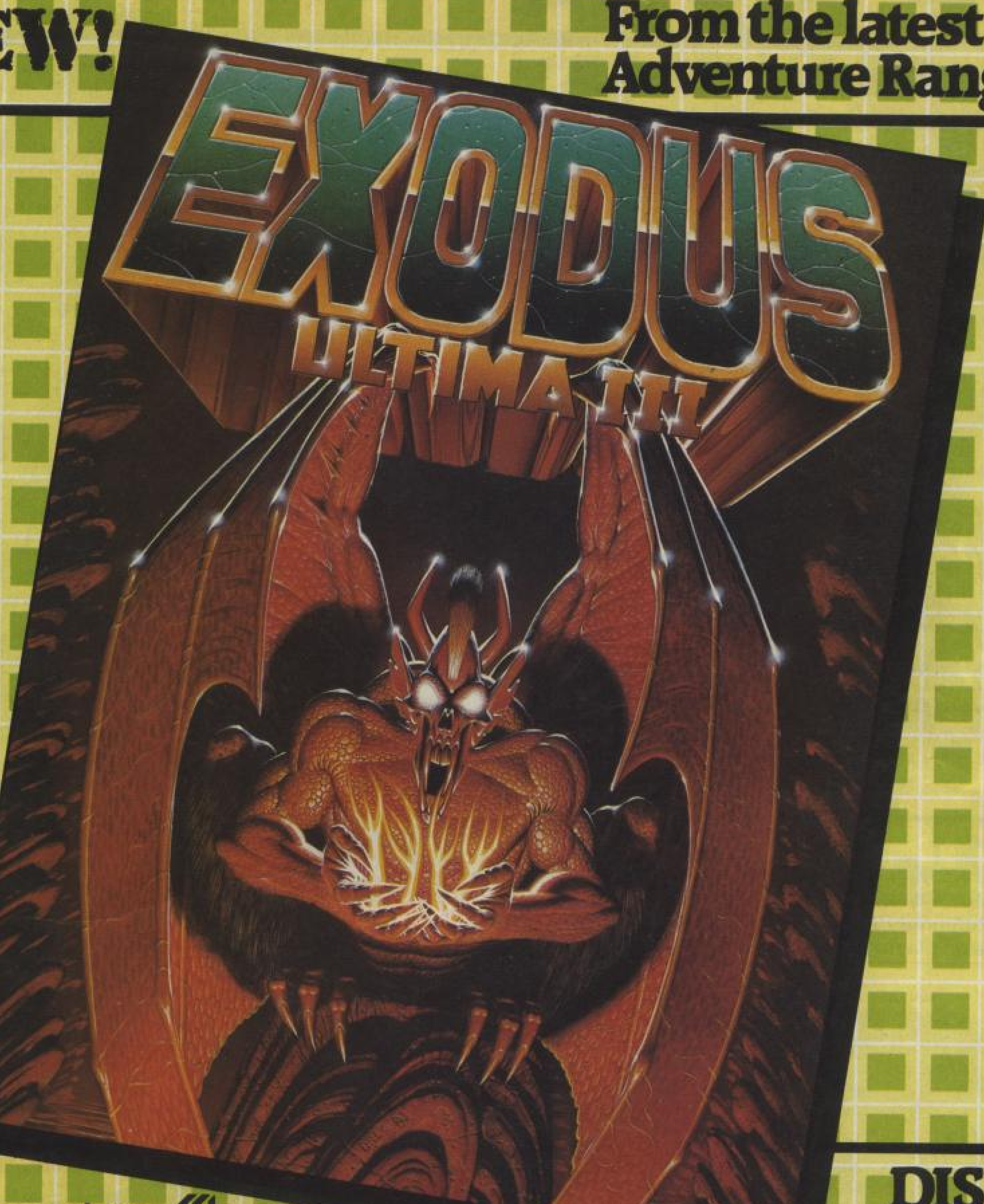
Helpline News Extra. . .

Tony Treadwell (address above) is running a small, informal adventurers club which now has about 40 members. Help is offered and exchanged on a wide range of games on the 64 and other machines. If you'd like to know more, write to him enclosing an SAE.



NEW!

From the latest Adventure Range



commodore 64

DISK £19.95

Upon escaping the crumbling ruins of Shadowguard, the black fortress of Minax, you lay your weary body on the now-sacred ground. As you rest, you remember your first encounter with the evil wizard of Mondain, whom you later tracked down and destroyed. The existence of his apprentice, Minax, was soon revealed and the crusade was begun again. Younger and more cunning than her mentor, she has been much more difficult to vanquish. But now your sense of accomplishment is touched by a chilling fear. Have all vestiges of evil been removed? Somehow, you sense that your treacherous foes have not been eliminated. Without further feats of skill, daring, and perseverance, all of your past accomplishments may be lost. You stand up, prepare your armour, and walk to the dimension door. Stepping in, the hunt resumes.

All American ADVENTURES

All American Adventures Ltd., Unit 10, Parkway Industrial Estate, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020.





Viewing the adventure world

On screen Cuchulainn can only move left or right - to move in and out of the screen, you must first change the viewing angle. Four views are optional from any standing point so it's possible to see Cuchulainn from behind, front and facing left or right without actually moving.

Moving him 'into' the screen is done by selecting the view so that the path which was leading into the screen, if there was one, is seen horizontally across the screen. Although this is confusing at first, only two keys are used to change the viewing angle. With practice it is easy to slip down a side path to avoid a Sidhe.

However the amount of paths and viewing options make it very easy to lose yourself in the maze of roads, and careful mapping is almost a necessity. If you want to get anywhere you'd better get out the paper and felt tips once again.

Back to pre-history you go with this very good real-time arcade adventure. You control a superbly animated Celtic warrior, Cuchulainn, on his quest to locate and re-unite (and then activate) the fragments of the Seal of Calum.

The first thing that strikes you about this game is the size and superb characterisation of Cuchulainn. Twice as large as most computer heroes he strolls into his quest with long, flowing



Never mind Valhalla, *this is a true computer movie. Just watch Cuchulainn walk past the detailed and imaginative background scenery - the animation is superb. The area of play is massive, and takes some time to explore fully. Keys are well arranged and comfortable to use. Locating the fragments of the seal is difficult enough, never mind re-uniting and activating them. This means there's plenty to keep you going for months on end.*

TIR NA NOG

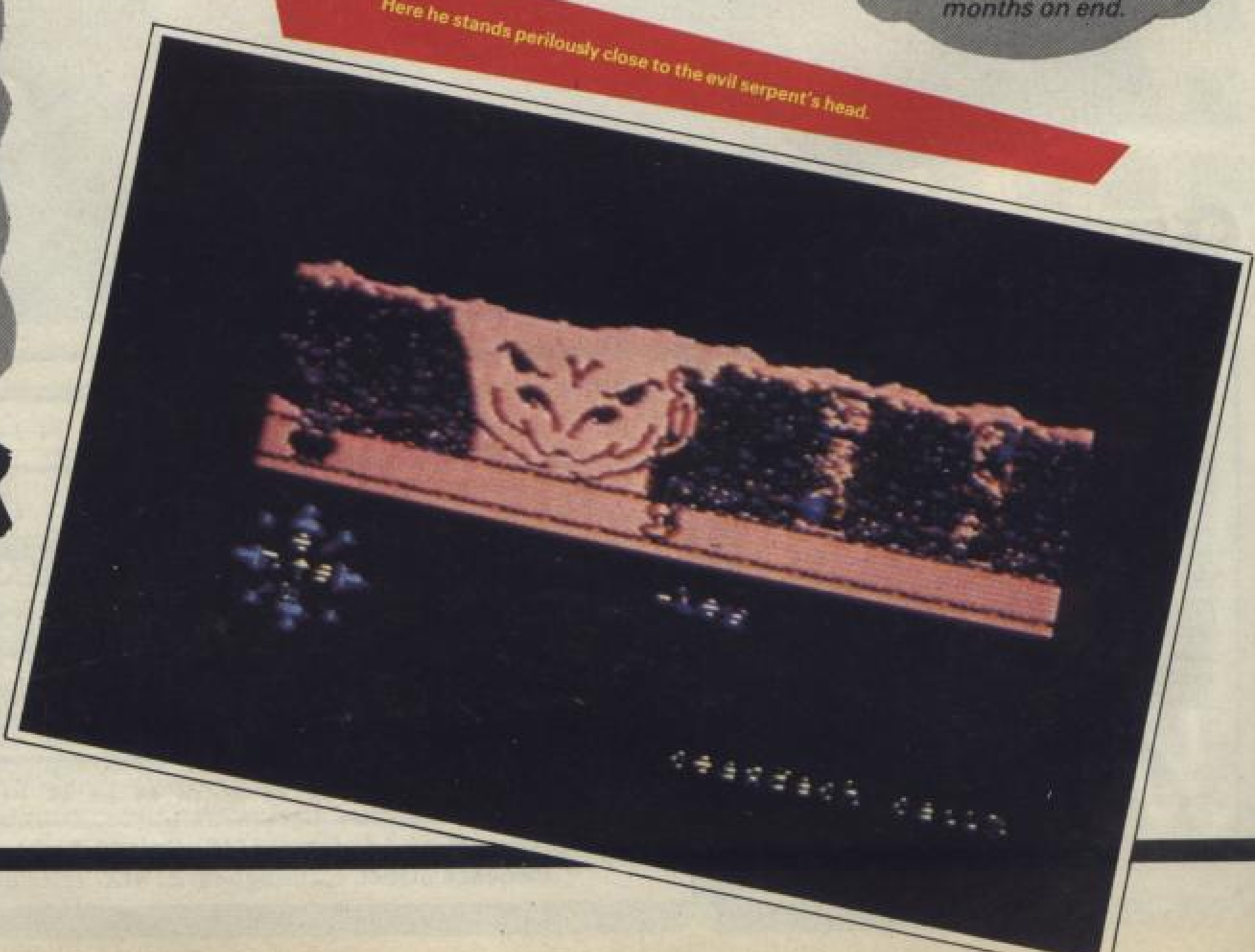
Gargoyle Games, £9.95 cass, keys only.

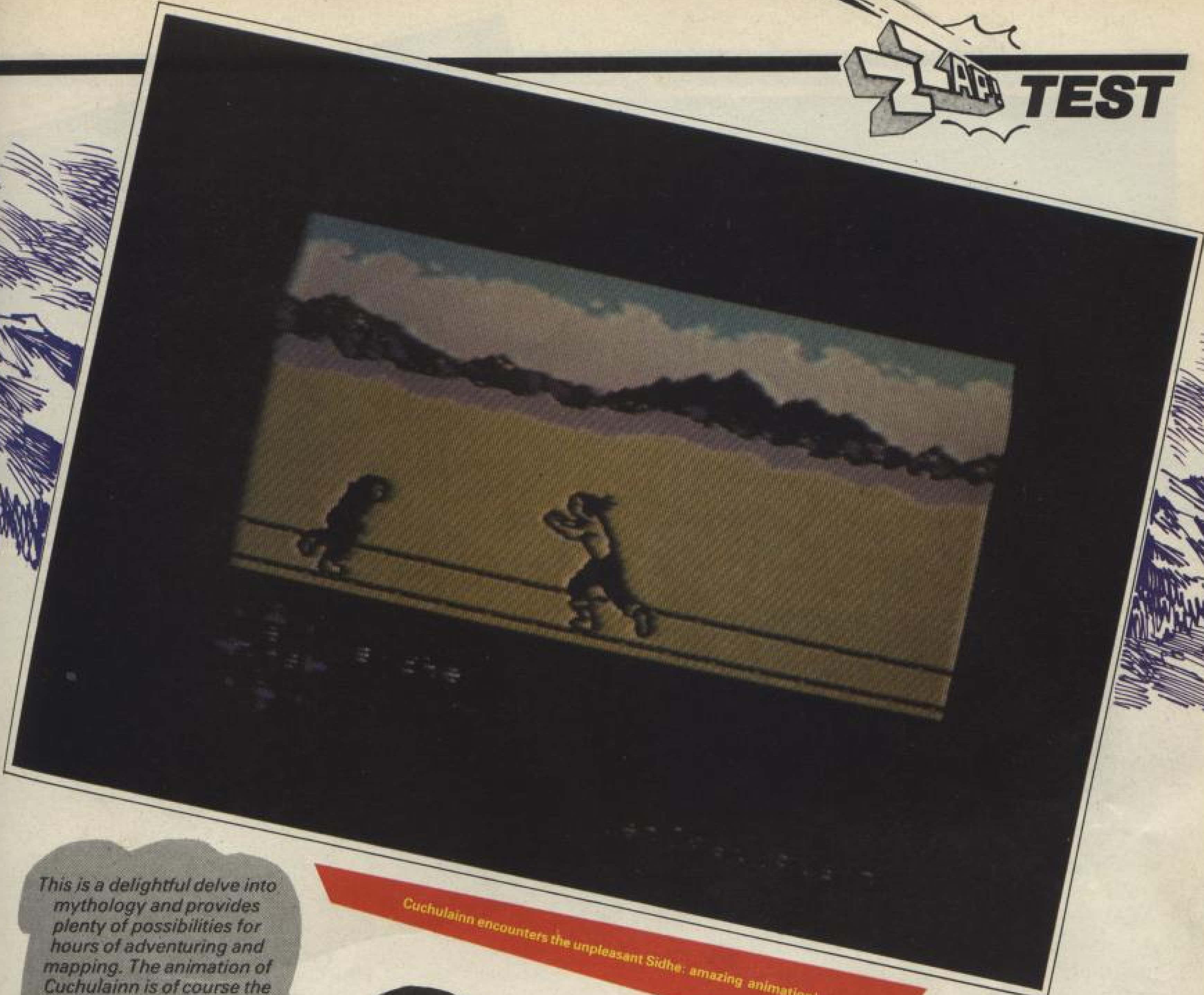
- **Stunningly animated arcade adventure**
- **Large playing area with strong Celtic atmosphere**

This is what I'd call a REAL arcade adventure. The graphics are stunning and the scenery is excellent. Plenty of challenge involved in this one: it takes days to sort out which weapon is most useful to deal with which creature alone. With the multiple ways to solve the adventure this will keep you occupied long after you have actually solved it, trying different ways of completing your tasks.



Here he stands perilously close to the evil serpent's head.





Cuchulainn encounters the unpleasant Sidhe: amazing animation!

This is a delightful delve into mythology and provides plenty of possibilities for hours of adventuring and mapping. The animation of Cuchulainn is of course the most immediately noticeable feature but the rest of the game is equally impressive. With so many objects and places to explore, discovering everything will take long enough, but when you have to figure out what to do with them as well, things really get tough.



strides, his hair flapping in the wind.

The landscape is varied, with distinctive landmarks to help you work out your position. Sometimes you might see a castle, with ravens flying around its grim battlements, at other times mountains ranges with low clouds scudding over them. Along the paths you will pass cairns and standing stones. There are also doors leading underground, some of which are unlocked and others whose key has to be found.

When on your travels you will meet horrible creatures - these too are excellently animated. They walk along the paths and career into you; unless you have some sort of weapon to fight them with they will kill you and you'll have to start all over again! This, by the way, is terribly frustrating.

Some of these creatures can be persuaded to help you, but on most occasions a weapon will be the only way to avoid restarting. There is a mention of combat rules in the comprehensive instructions - objects and the weapon selected for the fight will be taken into account during the battle and will determine your effectiveness in this area. All this is deliberately ambiguous and will require a lot of attempts before the right offensive can be selected for the right creature.

Some of the creatures will have parts of the Seal and you will have to fight for them. Some of the parts of the Seal may be located off the beaten track, so a secondary quest might have to be undertaken to obtain these.

Weapons and other objects are located along the paths and can be picked up for use. Some of them seem worthless but all have some use within your quest. All of them can be used to attack a creature, but some are definitely more effective than others!

This adventure will keep even an experienced arcade adventurer tantalized for many hours. Even when solved it should offer more because it can be completed in many ways.

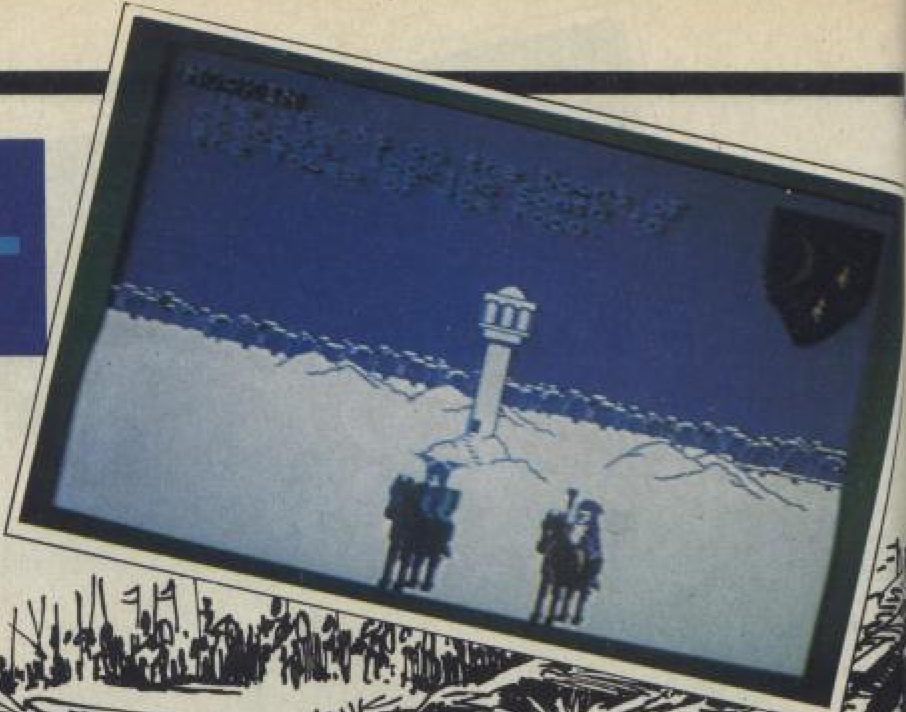
JR

Category	Rating	Comment
PRESENTATION	83%	Great instruction booklet, complete with story. No joystick option.
ORIGINALITY	87%	A new concept in arcade adventuring
GRAPHICS	88%	New standards set in character animation.
HOOKABILITY	79%	It takes a few games before full addiction sets in
SOUND	6%	Non-existent apart from a few bleeps
LASTABILITY	91%	Large playing area and plenty of ways of solving the game give this one plenty
VALUE FOR MONEY	87%	One of the great arcade adventures

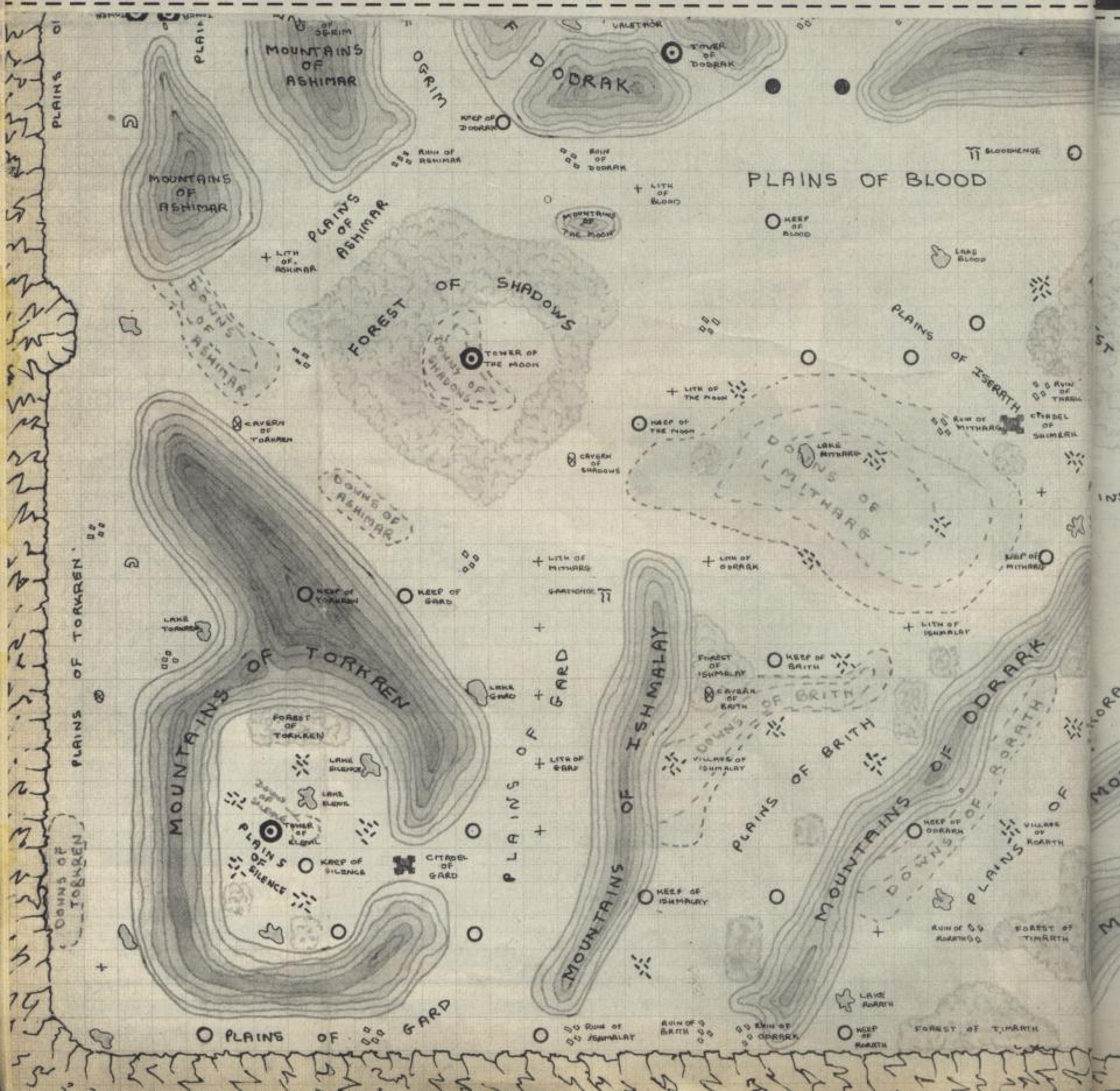
THE LORDS OF MIDNIGHT

Beyond, £9.95 cass, keyboard only

- The original epic combining adventure and strategy
- 4,000 locations with 32,000 possible views







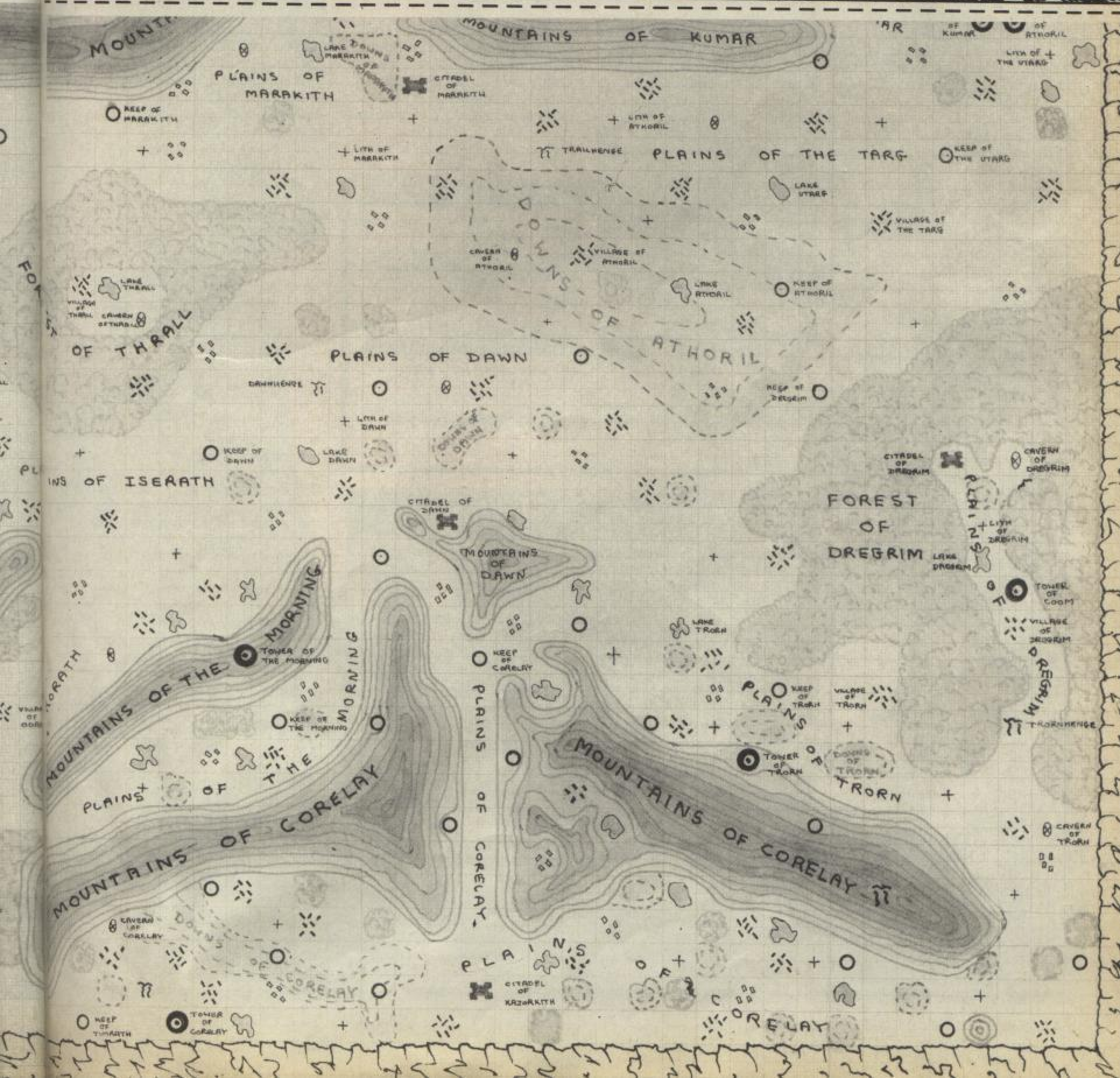


ZZAP! TEST

This game, released last year on the Spectrum, was heralded as the first 'epic' game - its size, complexity and originality certainly earn that title.

The program is a combination of adventure and war game. It is set in the land of Midnight which offers no less than 4,000 locations in each of which you can see the 'view' in any of eight directions.

It is this innovative 'landscaping' feature and the highly original gameplay - you control several independent characters -



ZZAP! **TEST**



which give the game its unique feel.

At the start of the quest there are four characters under your command, and as you explore you can recruit others. The action revolves around two main characters: Luxor and his son Morkin - they must eliminate the power of the evil Doomdark who is trying to control Midnight through his overpowering ice-fear and massive armies.

There are two ways to defeat Doomdark - Luxor can command the armies of the free to a military victory by seizing the Citadel of Ushgarak, or Morkin can destroy the source of Doomdark's power, the Ice Crown at the Tower of Doom. The first is akin to a war game and the second more of an adventure.

You are defeated with the death of both Luxor and Morkin. However the death of only one will still allow the other to try and complete his task.

When controlling the characters you have four main choices as to what to do. You can VIEW the landscape surrounding you in eight compass directions, MOVE towards any of these unless something blocks your path, THINK - allows you to examine your character's state in more detail - or CHOOSE from a range of action which varies according to your situation.

Usually the latter involves seeking information, recruiting men, hiding or going into battle.

The land is littered with mountains, citadels, forests, towers, keeps and ten other types of feature. At each of these you may find information, men or shelter, or even a more hostile reception.

Movement around Midnight is regulated by the passing of the days with your characters unable to move at night when Doomdark's forces are at large. Your progress is also affected by the terrain and the creatures that may block your path.

Other handy controls allow you to save the game or even print a record of your progress. Because of the number of characters to control and the size of the land, these are much needed functions for very long games.

There is no sound but the graphics are exceptional with a marvellous animated loading sequence and the amazing panoramic views of Midnight as you play.

BW

This adventure strategy game certainly lives up to its 'epic' billing. The 32,000, or so, panoramic views are very impressive - a high standard of graphics and a strong atmosphere are maintained throughout. The lack of sound hardly detracts at all. Recruiting an army to aid the destruction of the ice crown is tough, and because of this lasting interest is high. A must for adventurers and strategists alike.



This is truly an epic game which will rivet you to your keyboard through many long nights of play. The graphics are superb and the size and detail of the playing area stunning. Although you-know-what owners got it first, it is still a brilliant, indeed superior game on the 64. The combination of adventure and war game has been classically achieved and we can look forward with eagerness to the rest of the trilogy.



The Spectrum classic comes to the 64 with no noticeable differences, making me rather disappointed. I thought perhaps with the 64's vastly superior graphic s capabilities Beyond would have improved on the original pictures. Even so this still is a classic adventure† strategy game and will have 64 owners up until the dawn chorus.



PRESENTATION	ORIGINALITY
96% *Marvellous booklet, facilities and text, plus a tremendous loading screen.*	95% *Introduces a unique game-playing format*
GRAPHICS	**HOOKABILITY**
83% *No animation, but endless terrific panoramic views.*	84% *The game's atmosphere and uniqueness make it very compelling*
SOUND	**LASTABILITY**
00% *None*	92% *A vast land to explore, an immense amount to do*
VALUE FOR MONEY	
91% *Worth it if ever a game was.*	

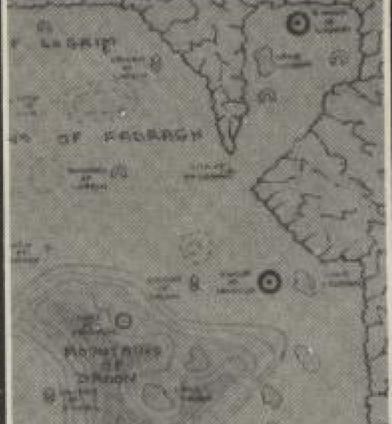
Monster map of Midnight

The map printed here (which is NOT supplied with the game) shows you the whole of the land of Midnight.

The citadels and keeps are where you will find Lords to recruit with their men, while towers, henges, lakes and liths may provide information or powers. Shelter and hiding places can be found at most of the other man made locations, although some conceal dangers.

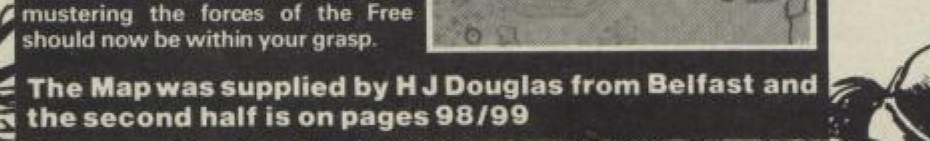
The mountain ranges across the middle serve as a natural barrier between good and evil with you in the south, while the areas of plain, notably Blood and Kor, serve as obvious battlegrounds.

This map doesn't provide all the answers for which you seek but mustering the forces of the Free should now be within your grasp.

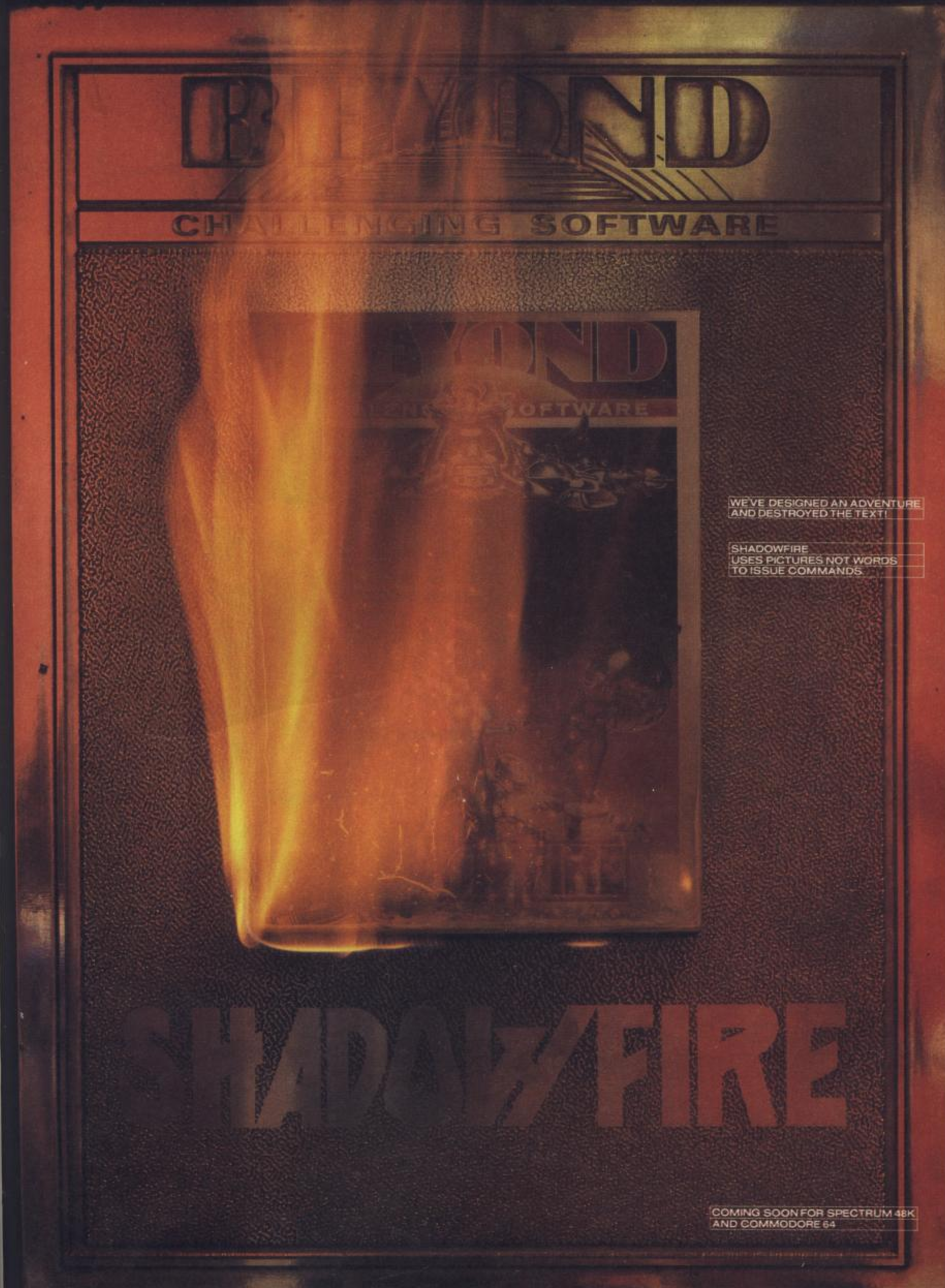


The Map was supplied by H J Douglas from Belfast and the second half is on pages 98/99









BEYOND
CHALLENGING SOFTWARE
WE'VE DESIGNED AN ADVENTURE
AND DESTROYED THE TEXT!
SHADOWFIRE
USES PICTURES NOT WORDS
TO ISSUE COMMANDS.
SHADOWFIRE
COMING SOON FOR SPECTRUM 48K
AND COMMODORE 64



THE GREAT ZZAP CHALLENGE

Dare you face the summons of the ScoreLord?



Bend your ear to me, proud games-player, listen to my words. I am the ScoreLord. Thanks to my infinite brain, I know all there is to know about the delectable pastime of computer gaming. And I have an interesting proposition to put to you.

The cocky young bloods at Zzap! 64 journal believe themselves to be the greatest game-players in the known universe. They claim that after only a little practice they can notch up higher scores on any game than any other joystick warrior. I WANT YOU TO PROVE THEM WRONG.

Cast your eye over the form on page *88*. You see what is required. I want you to send me proof of your game-playing prowess. Fill in your high-scoring details on any game you are expert at. (But be warned. Only the best and most honest video fighters need apply - any phoney scores will be instantly recognised and dealt with accordingly!)

Then every month we shall have a little sport in the cobweb covered confines of the Zzap attic. I shall summon there the person among you whose high score claim has impressed me most. He will have the opportunity to play his top-scoring game against the champion of the Zzap video junkies.

If you win I will award you with a grand selection of programs from the Zzap treasure chest - and more importantly the title of Zzap Conqueror. If you lose, your scalp will be stored for posterity in the Zzap cellar, and the head of the Zzap champion will grow even larger. THIS MUST NOT HAPPEN.

I entreat you, get your scores in quickly. And make sure they're good.

In the meantime I have organised a little contest between the three Zzap contenders to determine who will be the first Zzap champion. You will read how that sharp, mean upstart Julian Rignall emerged victor. This position he will maintain until one of you has beaten him. I pray it won't be long.

Making possible the Impossible Mission

The battle to determine the first Zzap champion was fought over the game *Impossible Mission*, an astonishing test of skill and stamina. Players must struggle through a series of robot-infested rooms in search of pieces of puzzle. If they can discover 36 pieces inside the six hour time limit (noon to 6pm) they have a chance to solve the puzzle, uncover a code word and defeat the evil Professor Elvin.

There are an infinite number of lives available, but each time one is lost, ten minutes are knocked off the time limit. The robots are MEAN, but they can be temporarily disabled if the player can find 'snoozes'.

The three Zzap players had all had plenty of experience of the game's terrors, so tension was high as the battle got underway. Here are their personal accounts of what followed.

THE ZZAP CHAMP

Beat him if you can!





This is the smug, satisfied face of Julian Rignall, the first Zzap! 64 high scores champion. Who will conquer him? Can you?

JULIAN RIGNALL

'Although rather dubious about how my performance would fare with only one game allowed, I felt quite confident. With 'old timer' Bob and that young whippersnapper Gary challenging me a cool and methodical approach seemed necessary.

Things started well. With just three minutes gone I'd been able to establish the position of all 32 rooms. The collection of pieces began.

By 2.15pm I had already obtained 23 and had lost just four lives. Despite many oaths uttered at every mistake, I found to my surprise that I'd collected all 36 pieces by 4.09.

Several tense minutes followed as I pieced the puzzle together. Then success. I rushed to the professor's room and had the pleasure of seeing him scream 'NO, NO, NO, NO...' The time was 4.28 and my score 16,193, just 1000 below my previous high score. The others would have plenty to do to beat that.'

BOB WADE



'I was confident about this challenge. Only the night before I had cracked the mission for the first time in preparation for the day's ordeal.

My confidence rapidly evaporated as I lost life after life and ran into all the hardest rooms early on. By 1.20 I had got only nine pieces and things were looking bad. I desperately needed snoozes but couldn't find the code rooms and all my technique had gone to pot.

I persevered and by 2.05 had 14 pieces. At 2.30 and 2.58 I got the breakthroughs of finding the code rooms and by 3.01 had 19 pieces. It wasn't going to be easy but I still had a chance to finish.

Here disaster struck though as lives tumbled and I found the ominous 'nothing here' sign time after time. Between 3.01 and 4.14 I didn't find another piece and by then it was a losing battle.

For the sake of my honour I kept going and managed a late revival as I backtracked to the early difficult screens. By 5.00 I had 25 pieces and by 5.25, 29. Within three minutes I had cracked two puzzles and hope of a last gasp miracle revived.

I kept chasing and by 5.55 I had 33 pieces but no time left. A suicidal attempt at a tough piece of furniture brought my end and only 6000 points. To the jeers of 'old man' I left the room beaten but vowing to return another day and show these young whippersnappers a thing or two.

GARY PENN

'No practice! Only one attempt! Yuk! Several squirts of oil were needed to remove any traces of rust from my joints, before settling down to play one of my all time favourites.

Completing the game would present no problem, as I could consistently do so. But could I finish faster than Rignall? Yep, no sweat, I said to myself cockily.

Three pieces in the first room - good start. Three more pieces in the second room - a very good start. Four pieces from four objects . . . ! Sorry Julian, but I'm afraid this one's mine.

But then :'Mean robot!!' . . . 'Who the heck left that hole there?!' . . . 'Robot cheat!' . . . 'Aaargh!' . . . 'But he didn't fire before!' . . . 'I don't believe it . . . !'.



Time crept up on me as I assembled the 36 pieces of puzzle. As the password took shape, the 36 pieces looked rather like . . . 35! What's more at this point the sudden demise of the joystick, meant another was needed to replace it, post haste! Speed was of the essence, as I searched any remaining objects.

What's this? An untouched room! Eight objects to be searched, no snoozes - only pure skill could pull me through now. Nothing in the bureau, vending machine or any of the three computers . . . My chances were looking empty.

It was a lonely fridge and the loss of several lives, that led to the final piece, eventual success and much aggression. Julian should be discharged, from hospital any day now . . .'



CHALLENGE





Rignall witnesses the death of the evil professor at 4.28pm

ZZAP! 64 HIGH-SCORES

To start the Scorelord's table of high-scoring heroes, I am listing scores claimed by the boastful Zzap upstarts. I beg you. Put these to shame as soon as possible.

I'm also on the lookout for scores on other games - send these in and throw down your challenge. I am particularly interested in Guardian, Boulderdash, Impossible Mission and Elite to name a few.

SEASIDE SPECIAL (Taskset)
749,500 by JR

UP 'N' DOWN (US Gold)
81,000 (round 5) by BW

SPY HUNTER (US Gold)
596,225 by JR

POLE POSITION (US Gold)
129,650 by JR

DECATHLON (Activision)
12,101 by GP

GYRUSS (Parker Bros)
247,350 by JR

H.E.R.O. (Activision)
120,450 by GP

ANCIPITAL (Llamasoft)
10,101,000 by GP

BRUCE LEE (US Gold)
2,193,000 by JR

TOY BIZARRE (Activision)
87,590 by GP

RIVER RAID (Activision)
256,750 by JR

GHOSTBUSTERS (Activision)
£16,400 (1 game) by BW

RAID ON BUNGELING BAY (Ariolasoft)
85,500 by BW

PASTFINDER (Activision)
52,950 by JR

STAR WARS (Parker Bros)
722,941 by JR

MAMA LLAMA (Llamasoft)
763,600 by GP

1. State games and scores clearly on the form provided (or a close copy). You can give fewer than four games if you wish.
2. State level achieved at the end of each game, either the wave number (if possible), rating or some indication of how far you went into the game along with the time taken to complete the game.
3. In the space provided write further details about the game which might help to confirm your score. If it's an arcade adventure then write the percentage and if it has a time limit or bonus then state how long was left and what bonus was awarded. Other details include things like the game crashing because of the high-score achieved or whether the game resets at a certain point. Any other relevant details will be useful.
5. Post your entry to: Zzap Challenge, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.

Yes, I'm ready to challenge the Zzap champion on the following games.
Game.. **Score**.................... **Level reached**................... **Time taken**......................
Other details...

Game.. **Score**.................... **Level reached**................... **Time taken**......................
Other details...

Game.. **Score**.................... **Level reached**................... **Time taken**......................
Other details...

Game.. **Score**.................... **Level reached**................... **Time taken**......................
Other details...

I promise these scores are genuine. Signed ....
Name...
Address..
Post code........................
Telephone number (if poss)...........................



"GOT ANY IDEA WHAT YOU'RE LETTING YOURSELVES IN FOR?"

ZZAP! HITS

It's the Zzap!64 top 64!

Here are some pages to provoke a few arguments! There were certainly plenty at the Zzap! office while they were being written. What we've done is to select from the hundreds of '64 games available our 64 favourite all time '64 greats. In order.

If you're looking for a new game we can heartily recommend any one of these titles (at least, most of us recommend most of them - there were arguments, remember). And if you think our selection is up the creek you should: (1) get your head seen to, (2) write and tell us to get our heads seen to, (3) use the form at the end of this feature to vote your favourite games into our top 64.

Most games reviewed in this issue haven't been considered, and neither have text-input adventures (but see the adventure section!) or titles available only on disk.

1. BOULDERDASH

STATESOFT, £8.95 cass, £10.95 disk

It's no coincidence that this is the favourite game of everyone on Zzap! 64 - it's the favourite of virtually everyone who plays it. Incredibly it seems to have been missed by a lot of 64 owners, possibly because it doesn't look up to much in the ads, or when you first see it. But just try playing it for 15 minutes. Its addictiveness is unbelievable.

The idea is to collect a certain number of diamonds inside a time limit while avoiding being hit by boulders which tumble as you clear the earth round them. Other enemies are fireflies, butterflies and amoeba, and the game's unique attraction stems from the fact that you must exploit the behaviour of these enemies to achieve your goal. For example, by dropping a boulder on a firefly you can blast a hole in a wall and reach otherwise inacessible diamonds.

There are 16 very different multi-screen caves and five very different levels - in all, months of challenge. Pester your local computer shop until they give you this game. You won't regret it.

2. IMPOSSIBLE MISSION

CBS, £8.95 cass, £11.95 disk

This superbly animated platform derivative certainly lives up to its name. Outstanding graphics, sound and amazing digitised speech as your agent leaps and bounds over electrified robots. Search through furniture and household objects to discover pieces of password. Collect 36 pieces of puzzle and assemble them correctly to create a password to save the world.

3. DECATHLON

ACTIVISION, £9.99 cass

Much sweat and tears to be had in this brilliant joystick waggling sports simulation. Compete against the computer or three friends as you work your way through the ten events of the decathlon. Break records and hear the crowd roar you on, do badly and prepare for disappointment. Stunning graphics and astounding animation give this game the gold medal!!

4. INTERNATIONAL SOCCER

COMMODORE, £14.95 cartridge

If you're a fan of football then this game is an absolute must for you. Camera style panning follows the action. Graphics and animation par excellence and quality gameplay result in sheer addiction. A two player option and nine levels of the computer make winning the cup a real-life battle.

5. PSI WARRIOR

BEYOND, £9.95 cass

This highly original game places you in an abandoned military silo on your magnetic surfboard. You have to capture the psychic energy forces of psi and id in order to defeat the Source at the bottom of the 60 level silo. Your job is made difficult by the tortuous route you have to follow and the psychic powers that you must gain. Exciting graphics and game-feel.

6. GHOSTBUSTERS

ACTIVISION £10.99 cass, £19.99 disk

Film spin-offs extended to the computer game with this ghost trapping extravaganza. In a ghoul-infested New York you have to trap slimers to boost your bank balance and vacuum frozen roamers. The marshmallow man appears to try and dent your profit margin by stomping buildings and by blocking your path to the temple of Zuul. Brilliant music and speech synthesis enhance an excellent game.

7. STAFF OF KARNATH

ULTIMATE, £9.95 cass

Joystick controlled adventure in a series of graphically stunning 3D rooms. You have to collect 16 pieces of a key to save the world. To help battle witches, toads, bats, spiders and other evils you have a series of spells at your disposal - but you have to work out how to use them. Great entry into the 64 market by Ultimate.

8. THE GUARDIAN

ALLIGATA, £7.95 cass

Arguably the best version of *Defender* available for any micro. Hurtle over barren landscapes protecting your humanoids against six types of marauding aliens. This classic arcade game requires total concentration, mental skill and manual dexterity as you battle your way to that elusive high score

9. SUICIDE EXPRESS/ BLACK THUNDER

GREMLIN GRAPHICS/QUICKSILVA, £7.95 cass

Tony Crowther's excellent revamping of *Loco* in two slightly different versions for two different companies. Guide your futuristic super locomotive/moon buggy past the graphically outstanding background scenery, shooting a way through the lost cities. Avoid or shoot hovercraft/guided missile, spaceships, aircraft and other nasties to achieve a large enough score to leave the planet.

10. ANCIPITAL

LLAMASOFT, £7.50 cass, £9.50 disk

The battle against the Zzyaxians continues in Jeff Minter's strangest and most wonderful creation yet. You, as a half-goat, half-man, must blast your way through 100 rooms of weirdness. A unique four way gravity system makes this a superlative shoot-'em-up

11. SPY VS SPY

BEYOND, £9.95 cass, £11.95 disk

The black and white cartoon spies from MAD magazine come to life in a race to get documents to the airport. A one or two player game featuring booby traps and hiding places as you race against the clock and your opponent to escape an embassy.

12. HERO

ACTIVISION, £9.99 cass

Explore the caverns in search of lost miners. With the aid of a prop pack, dynamite and a microlaser, R. Hero must rescue the trapped miners from the mine shafts in Mount Leone. An initially simple game but is soon found to have considerable depth in more ways than one.

13. TAPPER

US GOLD, £9.95 cass, £12.95 disk

Complete with the smart graphics and sound of the original, this is an excellent conversion of the underrated arcade game of the same name. Keeping the thirsty customers satisfied by slinging them drinks is tough but compulsive work.



14. PYJAMARAMA
MIKRO-GEN, £7.95 cass
A superbly colourful, humourous and teasing graphics adventure. You have to wake the sleeping Wally from his nightmare by setting off his alarm clock. Before you can do that you'll have to work out how to use lots of objects as you explore Wally's weird mansion.

15. BRUCE LEE
US GOLD, £9.95 cass, £14.95 disk
The legendary Bruce Lee comes to your screens in a kickin', leapin' all action platform variant. Plenty to do as you battle your way through the Wizard's 20-location fortress in search of wealth and immortality.

16. POSTER PASTER
TASKSET, £6.90 cass, £9.90 disk
As Bill Stickers you have to charge all over town putting up posters while little beasties try to catch you. Your problems are heightened by either too runny or solid paste and mixed up posters in your box. Highly original game.

17. SPY HUNTER
US GOLD, £9.95 cass, £12.95
Arcade quality vertically scrolling shoot-em-up in a James Bond style. Great atmospheric music and superb feel adds to the tension asf you blast and bump cars and motorbikes off the road. Go far enough and you continue the action in a speedboat.

22. STELLAR 7
US GOLD, £9.95 cass, £12.95 disk
Battlezone is taken to new heights with your struggle against Gir Draxon's mighty forces. Stunning 3D graphics and a readout on each of the enemy craft feature, as your Raven tank tries to free seven planets from military oppression.

23. QUO VADIS
THE EDGE, £9.95 cass
Massive scrolling caverns (over 1000 screens altogether) are filled with alien beasts and lava pits preventing you finding the precious sceptre. Treasure chests nourish you as you search for the riddles and explore the platform filled landscape.

24. GOGO THE GHOST
FIREBIRD, £2.50 cass
At the price this arcade adventure is incredible value. Guiding GoGo around the 150 chambers in the haunted castle is by no means easy. Collect objects to help rescue your dream princess.

25. 1985
MASTERTRONIC, £1.99 cass
Another superb value program - based on the arcade game *Gravitar*. Guide your space-craft to pick fuel pods off the surfaces of four different planets. Superb feel and impressive graphics.

30. SOLO FLIGHT
US GOLD, £14.95 cass, £14.95 disk
A new look flight simulator with a difference: you can see your plane as it flies over a crisp 3D landscape. Three large maps and mail-run variations give this the edge over its competitors.

31. COLOSSUS CHESS
CDS, £9.95 cass
Quite simply the most powerful and comprehensive chess program available for the 64. A large range of options, including the ability to solve chess problems, and a very high standard of play make this a must for any level of chess player.

32. JAMMIN'
TASKSET, £6.90 cass, £9.90 disk
Bopalong with Rankin' Rodney as he tries to get to number one. Although this game's garish graphics may put you off at first, real skill is involved in rising up the charts in this totally original sound experience.

33. GYRUSS
PARKER BROTHERS, £24.95 cartridge
Faultless implementation of the arcade classic with fast graphics and fantastic sound making it one of the best sho[…] 'em-ups around.The only thing wrong with it is its price..

38. REVENGE OF THE MUTANT CAMELS
LLAMASOFT, £7.50 cass, £9.50 disk
Jeff Minter classic in which you guide a fire-spitting camel along a superbly drawn horizontally scrolling landscape. 42 waves of aliens make life difficult, and boy are those creatures weird.

39. TROLLIE WALLIE
INTERCEPTOR, £7.00 cass, £9.00 disk
Collect 40 shopping items from this deadly 4-way scrolling supermarket and deposit them five at a time at the checkout desk. Terrific platform game with amazing music nicked from Jean-Michel Jarre.

40. CLIFFHANGER
NEW GENERATION, £7.95 cass
In a Road Runner type cartoon you have to kill the bad guy with various traps of increasing deviousness. With 50 screens it will have you puzzling and laughing for days.

41. CAD CAM WARRIOR
TASKSET, £9.95 cass
A vast number of screens of competent zapping. Battle through 8192 'memory locations' in order to repair a faulty design computer. Collect tokens to aid your mission and ta[…] short cuts as rewards for good play

46. ENCOUNTER
NOVAGEN, £8.95 cass
A tense 3D battle against flying saucers and missiles in an obelisk littered landscape. A classic shoot-'em-up with wonderful fast-moving graphics on the surface of an alien planet. 360 degree movement and great explosions.

47. SHEEP IN SPACE
LLAMASOFT, £7.50 cass, £9.50 disk
Another freaky Minter game. You guide an intergalactic space-sheep between the two surfaces of a horizontally scrolling planet, blasting all manner of evils in an attempt to stop charge building up.

48. SHOOT THE RAPIDS
NEW GENERATION, £7.95 cass
Guiding your canoe through five hazardous courses is desperately difficult, calling for rhythmic strokes and accuracy. Great original game.

49. BOOTY
FIREBIRD, £2.50 cass
Set in a pirate ship you must explore the decks collecting treasures and booty while avoiding the fearsome cutthroats and other dangers that bar the way. Good value multi-screen game with unusual elements.

54. ZAXXON
US GOLD, £9.95 cass, £12.95 disk
The definitive version of the legendary arcade game. Blast your way over the 3D diagonally scrolling Zaxxon fortress in true and destroy the giant robot before he destroys you.

55. TRASHMAN
NEW GENERATION, £7.95 cass
A highly original scenario and pleasant graphics as you start work as a dustman. Bins to collect, savage dogs and mad bikers to avoid and a busy road to cross provides enough action to keep you coming back for more.

56. PITFALL II
ACTIVISION, £9.99 cass
An excellent exploration/platform variant. Find Rhonda, Quickclaw the cat, the diamond and 28 gold bars without falling victim to a single danger to achieve a perfect score of 199,000 points.

60. AZTEC CHALLENGE
US GOLD, £8.95 cass, £12.95 disk
Backed by an atmospheric Egyptian sound track, run and jump your way through seven screens of hostile action. Spears, blocks of stone, snakes, spiders and pirranhas all hinder your progress.

61. BOOGA BOO
QUICKSILVA, £7.95 cass
Help Booga Boo the flea get out of the deep cavern in this strange platform variant. Avoid the flea eating dragon and the unfriendly fly traps and jump higher and higher to your freedom.

62. SPACE PILOT
ANIROG, £7.95 cass
The best *Time Pilot* clone available for the 64. Shoot your way through five time zones to take on the flying machines of the future.

ZZAP! HITS

18. SUMMER GAMES
QUICKSILVA, £14.95 cass, £19.95 disk
Astounding graphics and animation make this olympic simulation a joy to behold as well as to play. A large range of options and superb gameplay make it one of the best games simulations competing at the moment. Would be higher but for the price.

19. RAID OVER MOSCOW
US GOLD, £9.95 cass, £12.95 disk
The remarkable, but controversial follow up to the best seller *Beach Head*. Prevent the oncoming missiles from annihilating America by penetrating Russian defences to destroy the reactor housed at the Kremlin. Exciting multi-screen arcade violence for war-mongering fascists.

20. MATCHPOINT
PSION, £7.95 cass
The definitive tennis simulation for the 64. Play either against the computer or a friend. Easy to use, superb control and great graphics make this an absolute must for any Wimbledon fanatic.

21. FORBIDDEN FOREST
US GOLD, £8.95 cass, £12.95 disk
Atmospheric music and graphics mark this dangerous stroll through an eerie forest. Defend yourself against outsized spiders, skeletons, snakes and dragons with only your trusty bow and arrow to help you. Failure results in a very gory end.

26. ZENJI
ACTIVISION, £9.99 cass
A splendid arcade puzzle in which you must connect all the elements to The Source, avoiding 'the flames of desire' as you do so. You need to immerse yourself completely in the game to achieve Zenji frequently and proficiently.

27. HERCULES
INTERDISC, £6.95 cass
An interesting and difficult platform game, in which you, in the title role, must complete 12 tasks spread over 50 screens of extremely unusual platform action. Definitely an enjoyable challenge, but perseverance and a nice range in expletives are required to succeed.

28. FOOTBALL MANAGER
ADDICTIVE GAMES, £7.95 cass
A classic strategy game where you manage a football club. You control the players and the money as you battle to win the league championship and the FA cup.

29. SUPER PIPELINE
TASKSET, £6.90 cass, £9.90 disk
Frantic arcade style game with great graphics and music. Battle to keep the various nasties from blocking your water flow to the barrel. Sacrifice of your workmate is necessary in order to fill the barrel and move on to a more complex network of pipes.

34. RAID ON BUNGELING BAY
ARIOLASOFT, £9.95 cass, £12.95 disk
Deep in enemy territory in your helicraft, you must destroy the six factories supplying the War Machine. You face increasingly heavy opposition and must protect your carrier or you are left alone.

35. FALCON PATROL II
VIRGIN, £6.95 cass
The superior follow up to the classic Falcon Patrol. A fast, smooth scrolling shoot-em-up. Speed across the detailed desert landscape below, eradicating the enemy helicopters and avoiding flak batteries and radar jamming.

36. AGENT USA
LONGMANS, £8.95 cass
America is gradually being fuzzed by the fuzz bomb. Travelling by train you must get to the bomb with enough crystals to destroy it. Unusual game combining strategy with addictive arcade action.

37. MONTY MOLE
GREMLIN GRAPHICS, £7.95 cass
Another scrolling platform game where Monty Mole goes in search of coal and the legendary Arthur. All sorts of hazards face him including flying pickets, hairsprays, coal crushers and acid baths.

42. SON OF BLAGGER
ALLIGATA, £7.95 cass
The outstanding follow up to the *Manic Miner clone, Blagger*. The first, and arguably the best, full scrolling platform game. Deftly sneak your way through 12 levels of platform action, collecting keys to break the security system.

43. LAZY JONES
TERMINAL, £7.95 cass
This novel compilation game features an 18 room hotel where you are the caretaker. Each room contains a different video game but between them you are assaulted by irate hotel staff and your own cleaning trolley.

44. KILLERWATT
ALLIGATA, £7.95 cass
Another Crowther classic. This zany scrolling shoot-em-up consists of blasting lightbulbs in a fast scrolling underground cavern. Whales, dolphins and ducks must also be zapped on the way.

45. FLIP AND FLOP
STATESOFT, £8.95 cass, £10.95 disk
Platforms of ever increasing complexity have to be cleared *QBert* style by a monkey and kangaroo. A zoo keeper and his net add to the confusion of being upside down for every other screen.

50. RIVER RAID
ACTIVISION, £9.95 cass
Blast your way through the many bridges in this vertically scrolling shoot-'em-up. Starts off easy but soon becomes a real toughie with some very tricky tributaries to negotiate.

51. GRYPHON
QUICKSILVA, £7.95 cass, £12.95 disk
Collect gold bars to bridge the perilous waters blocking your escape. Six levels of nasties to contend with over three superb backdrops. Unusual control, mind blowing graphics and astonishing sonics make this an impressive addition to any collection.

52. BLUE MAX
US GOLD, £9.95 cass, £12.95 disk
This is a bombing mission with a difference. A great 3D diagonally scrolling *Zaxxon* style game puts you in control of a W.W.1 biplane with the task of destroying enemy factories, roads, and airstrips.

53. QUANGO
INTERCEPTOR, £7.00 cass, £9.00 disk
You have to collect mushrooms from eight hazardous caves in this cross between *Dig Dug* and *Boulderdash*. Beware the droids and Quango birds that roam the cave.

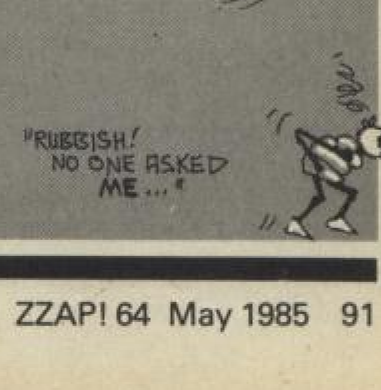
57. TOY BIZARRE
ACTIVISION, £9.99 cass
Guide Merton the maintenance man through the nights at a toy factory where the toys have gone wild. Catch the balloons before they become helicopters and watch out for Hefty Helga. Frenetic platform derivative.

58. SHAMUS
SYNAPSE, £9.95 cass, £14.95 disk
One of the original arcade adventures. Find the keys and destroy the evil Shadow. Heaps of action as you battle your way through the evil Shadow's lair, robots and the Shadow himself track your every move making this one a real confrontation.

59. SKRAMBLE
RABBIT, £5.95 cass
Across jagged landscapes and narrow caverns, through showers of meteors and intricate mazes you must guide your spaceship. Much the best 64 version of this arcade classic, with a nice feel and all the stages of the original.

63. ROCKET ROGER
ALLIGATA, £7.95 cass, £9.95 disk
Although similar in some ways to *Son of Blagger*, still a good (and difficult) game in it's own right. Collect the 99 crystals spread over 30 screens of platform shoot-em-up and refuel your space ship.

64. CHINA MINER
INTERCEPTOR, £7.00 cass, £9.00 disk
Supremely difficult platform game in which Wally the Chinese miner has to traverse 30 screens, leaping and dodging the nasties. Sadly the graphics and sound of Software Projects official *Manic Miner 64* don't match these.



ZZAP! HITS

Ten tackiest top-sellers

More arguments here. These are the games which hit the charts but we think shouldn't have. They represent a triumph of marketing hype over quality. Mind you, it's just possible some of you won't quite agree...

1. VALHALLA
LEGEND
This was the game which heralded a New Agé, the first ever Computer Movie. You could watch with your own eyes as tiny black stick characters moved around the screen obeying your every wish. Everyone thought it was tremendous. Only trouble was no one enjoyed playing it. At £15 an absolute ripoff.

2. ALICE IN VIDEOLAND
AUDIOGENIC
When first demonstrated some two years ago, the graphics and sound made this look an amazing program. Now released, the only amazing thing about it is that it's sold so well. The actually game-play is terrible.

3. DALEY THOMPSON'S DECATHLON
OCEAN
64 owners should be ashamed of them selves for buying this and not Activision's Decathlon. It might be OK for S******* owners but DT looks like an overweight dwarf on the 64 loading screen and in the game. Besides, there are tons of bugs

4. KOKOTONI WILF
ELITE
Heavily hyped under the pretense that it was better than *Jet Set Willy*, it turned out to be a slow, frustrating and generally medi ocre title.

5. JET SET WILLY
SOFTWARE PROJECTS
mind you, *JSW 64* is no great shakes either. Sold in vast numbers following its runaway success on the Spectrum despite the fact that the graphics were still only Spectrum quality. Also, there's a bug in the wine cellar.

6. SNOOKER
VISIONS
The first, and worst, snooker simulation on the 64. Playing snooker with square balls is difficult, especially when they judder so much.

7. CAESAR THE CAT
MIRRORSOFT
Frustratingly silly game where a cat chases elusive mice in overrated one screen action. Falling crockery and dead mice cause less excitement than watching grass grow.

8. CHINESE JUGGLER
OCEAN
This original but vastly overrated Hungar ian monotony consists of very little other than maintaining spinning plates for hours on end. On your first game you can whip through level, after level, after level...

9. DEATH STAR INTERCEPTOR
SYSTEM 3
Very ordinary shoot-em-up based on the *Buck Rogers* game. It had extensive advert ising claims which weren't met in the qual ity of the game. Hype strikes again.

10. PSYTRON
BEYOND
Supposedly a great new game concept combining intricate strategy with 3D zapp ing. Unfortunately the 3D action quickly palled and the strategy ultimately failed to appeal. Stacks of gloss, minimal satis faction.

TOTE YOUR VOTE! *Tell us your favourite games and win one of three fantastic Zzap! gift packages*

How about this for a prize? Games of your choice worth up to £20 plus a fantastic Zzap! T-shirt. We'll be giving away several of these super-packages each month to encourage you to help us create the nation's best games chart.

Everyone loves charts, but there are serious problems with those appearing in most magazines. They are supposed to be based on which games have sold most in the previous week or month, but few of them appear to reflect accurately true nationwide sales.

In any case, just because a game sells well doesn't mean it's any good, so such charts make a dangerous basis for buying new games.

What we want to do is print a chart showing the games people actually LIKE. That's where you come in. Use the form below to vote for the games you think are great, and we'll add all the votes together to produce Britain's greatest chart for 64 owners.

Rather than just ask you to name your top five games, we want you to give a certain number of votes for each game according to how much you like it - you have a total of ten votes.

So if by far and away your favourite game was *Boulder Dash*, but you also liked *Decathlon* and *Tapper* quite a lot, you could give 6 votes to *Boulder Dash* and 2 each to the others.

Alternatively you could split your votes evenly between five games, giving them 2 each. Use whatever combination best suits your feelings about the games - that way our charts should accurately reflect the overall mood.

Remember, to be valid you must enter using the form below, and your total number of votes must not exceed 10.

As for the prizes, they work like this: you'll notice on the voting slip a space where you can predict which games will take the first three places in the final chart. The first three entries we find which predict the top three correctly will win the Zzap! prize packets!

That's an opportunity you can't afford to pass over, so get voting. Entries to: Chart vote, Zzap!64, 1 Church Terrace, Yeovil, Somerset,

ZZAP!64 TOP 64 VOTING COUPON

I am voting for the following games (up to five):

(Please write clearly)

Name...

Address..

....Post code.......................

The games I would like to win are (total price MUST be under £20):..

....

....

My T-shirt size is S/M/L

I predict the top three games in the completed chart will be:

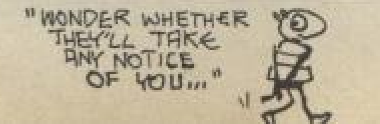
1...

2...

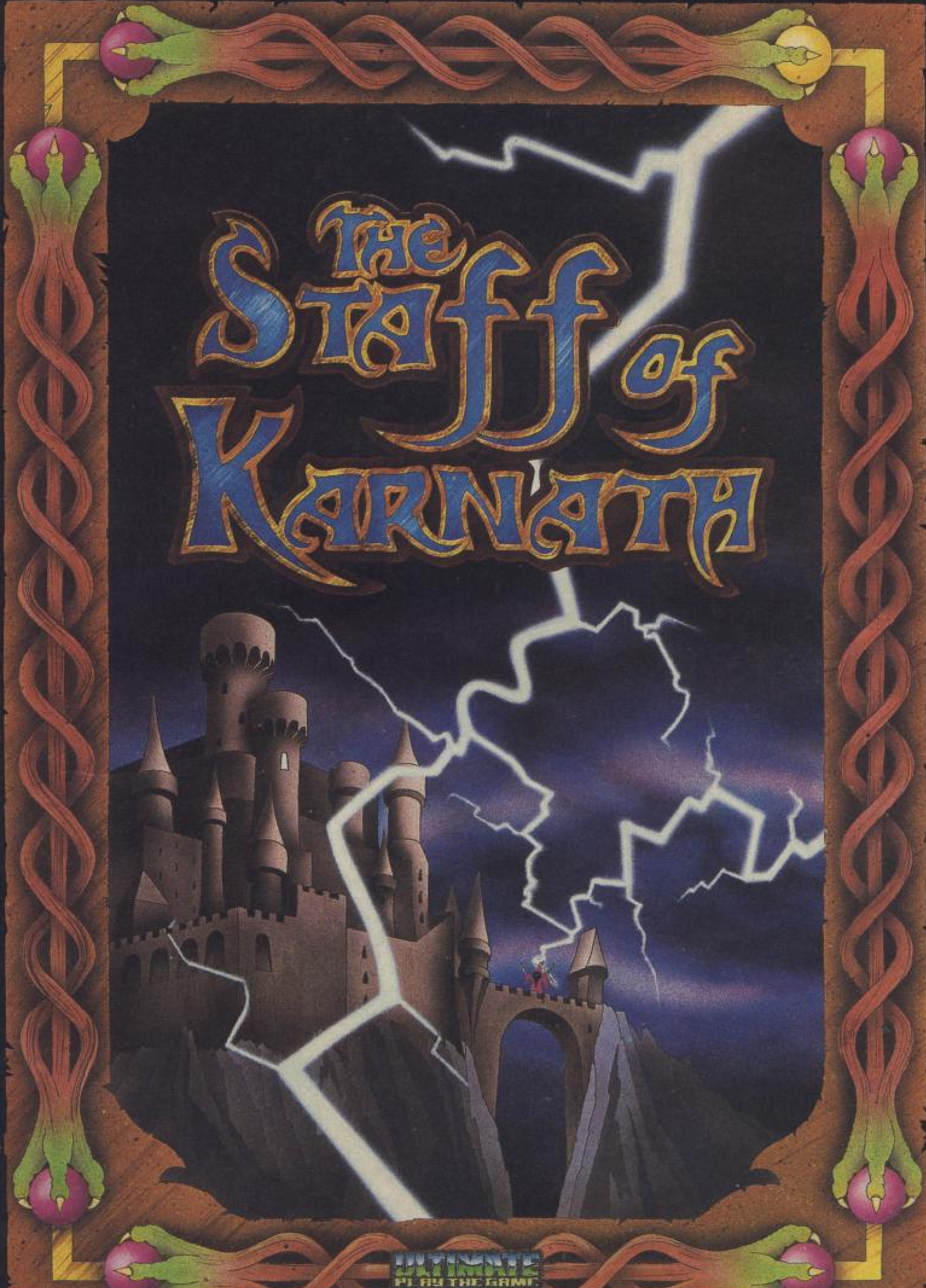
3...

Game (and software house)	No. votes

Maximum total votes 10



COMMODORE 64 (Joystick Compatible)



"THE STAFF OF KARNATH" recommended retail price £9.95 inc VAT
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
(P&P included) Tel: 0530 411485

Sensational launch offer

TWO US GOLD GAMES FREE!

Here's a special offer to beat all special offers. Two fantastic games from US Gold, worth £19.90, are yours for nothing if you take out a subscription to Zzap!64.

Yes, you heard right. The brand new number one mag for 64 owners has got together with the well established number one 64 software house to produce an offer you simply can't refuse.

Just pay the Zzap! subscription of £14.50 (this sum includes postage and packing) and not only will you receive the next 12 issues of Zzap! delivered hot off the press to your door, you'll also get a parcel containing your choice of two of these superb US Gold games.

Since the games alone are worth far more than the subscription fee, we don't see how you can go wrong! This offer is only open until the end of May, so fill out the form below and get it posted quick to beat the rush. Send it to:

Zzap!64 subscriptions, Newsfield Ltd, 1-2 King Street, Ludlow, Shropshire.



STUNNING MAG

We're confident that Zzap!64 offers FAR more than any other publication to people who want the maximum ENJOYMENT from their Commodore 64. We hope this issue has convinced you. If not, here are some facts you should bear in mind:

We devote about FIVE TIMES as much space to 64 game reviews as any other publication. This not only means we can cover just about everything released on the machine. We can also review games in far greater depth than our rivals.

Unlike the other Commodore mags, we shall be printing stacks of playing tips, maps and high scores on a vast range of games. Reading Zzap! will give a new lease of life to the cassettes currently gathering dust in your bedroom cupboard!

Unlike other Commodore mags, we have a superb adventure column. No one can beat the magic of the White Wizard!

Zzap!64 offers the best games chart for 64 owners, the most up-to-date news on new games, a stack of exciting competitions each month, and a guaranteed regular flow of the hottest exclusive reviews and previews.

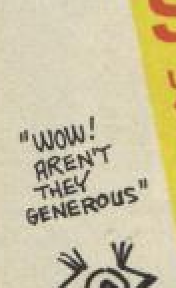
If you care at all about 64 entertainment, Zzap!64 is the mag you need!

STUNNING GAMES

US Gold has been in existence less than a year, but already it has transformed the 64 games market. Thanks to a series of shrewd licensing deals it has been able to bring to Britain the cream of American software and sell it at a third of the US price!

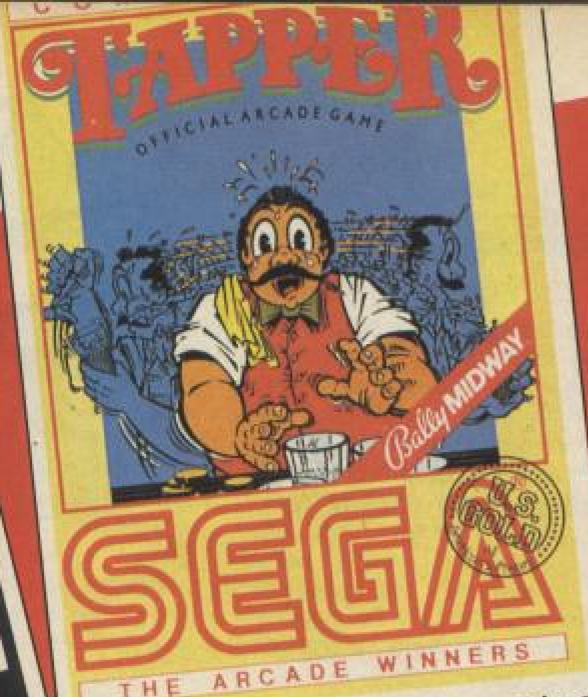
This has allowed British game-players to benefit from the massive effort put into program development by the big American software houses. No surprise therefore that US Gold titles have been far outselling those of any other British software house.

The six games below have been specially selected by Zzap! from the huge US Gold range. Each one is a sophisticated piece of software offering hours of pleasure and challenge.





SENTINEL. Another 3D shoot-em-up, this time out in space. Your aim is to clear sections of the galaxy of evil aliens and thereby raise your personal combat rating. The program is fast, noisy, violent and incredibly slick.



TAPPER. Another tremendous conversion from the arcades - you play the part of a harrassed bar-tender trying to keep an ever growing crowd of customers happy. This version features superb graphics, excellent game-play and as much addictiveness as you'll find anywhere.



SPY HUNTER.
This new release is a SUPERB conversion of the Sega arcade game in which you drive a lethally-armed car and must bump or blast enemy agents off the road. Complete with arcade graphics and sound and a superb feel, it'll have you hooked for ages. If you're not convinced, read our rave review elsewhere in this issue.



BRUCE LEE. This is a tremendous 20-screen platform game based on the legendary martial arts fighter. It features excellent graphics and the enjoyable ability to kick and punch your enemies off the screen. It's already kicked high into the charts - if you haven't bought a copy, you're missing out.

Subscribe to Zzap!64 and you can choose any two of the games on this page!



RAID OVER MOSCOW. This follow up to the mega-hit *Beach Head* has been another chart smash with its stunning 3D graphics and exciting shoot-em-up action. The idea of turning a bombing mission over the USSR into a game may put you off - but if it doesn't, be prepared for some dazzling excitement.



STELLAR 7. A superb piece of programming, this. The action is based on Battle Zone - you see the view from the controls of a super-tank which you must manoeuvre around a 3D plain littered with obstacles and mean enemies. An exciting mega-blast.

And if you're already a subscriber. . . .

If you're one of that select group of people who took out a cut-price subscription to Zzap! before it appeared, don't despair. You too can take advantage of this offer.

Thanks to our special agreement with US Gold, we can offer you your choice of two of the six US Gold games for a total of just £3.95!

All you have to do is write to the Shropshire address with your name, address and subscription number, enclosing a cheque or postal order for £3.95. Oh, and don't forget to say which two games you want!

Zzap!64 special offer subscription form

Yes, I want to subscribe to Zzap!64 and receive two free US Gold games.

Name ____________________

Address ____________________

____________________ Post code ____________

The games I would like are (circle TWO):

Spy Hunter/Bruce Lee/Raid over Moscow/Sentinel/Tapper/Stellar 7

I enclose a cheque/postal order for £14.50 made out to Newsfield Ltd.

ZZAP! TIPS

Feast your eyes on this, games player. Page after page of detailed playing tips to help you boost your scores and shame your friends. For this opening issue, the tips have been produced by CARL LYONS, PAUL BEARD, GARY PENN, JULIAN RIGNALL and BOB WADE. But ultimately the best advice is going to come from YOU. So, vid kids, if you have a technique for scoring high, whether by fair means or foul, zzap it off to us fast. Star tipsters will be entitled to programs from the Zzap! 64 lucky dip. Wow! Why not wing your winning ways to: Zzap-tips, Zzap!64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.

Sussing the robots in Impossible Mission!

Gary Penn has spent hours playing the smash CBS game, studying in particular the robot movement patterns. Here are the names he's given to the different types as well as some general tips. Gary's lowdown on the rooms next month.

GENERAL ADVICE.

- It's advisable to 'map' your progress through Elvin's lair on paper. Mark any unfinished rooms, making a note of the number of pieces of unsearched furniture. Note any 'exhausted' rooms, and the two code rooms. Also mark the position of Elvin's control centre, so you can get back there with ease once the password has been assembled.
- Attempt the rooms as you come across them. Once you enter a room, don't move unless you have to. Observe robot patterns and any safe spots before attempting anything.
- When faced with a tight jumping space, wait until the robot is about a robot's width away, and jump him. Slightly earlier if it's a fast-moving robot. You cannot jump the bubbles when they're on the same level as you, so don't even think of trying.
- Don't use a snooze unless you really have to. Even if a piece takes time to get, it's usually worth it, as snoozes come in handy later on.
- Don't get too greedy when searching. By this I mean, don't hang around too long if a highly electrified robot comes belting toward you, flashing aggression, lights and all, even if you've only got 'just one more pixel' to search. Better to waste 10 seconds than 10 minutes.

THE DIFFERENT ROBOT TYPES

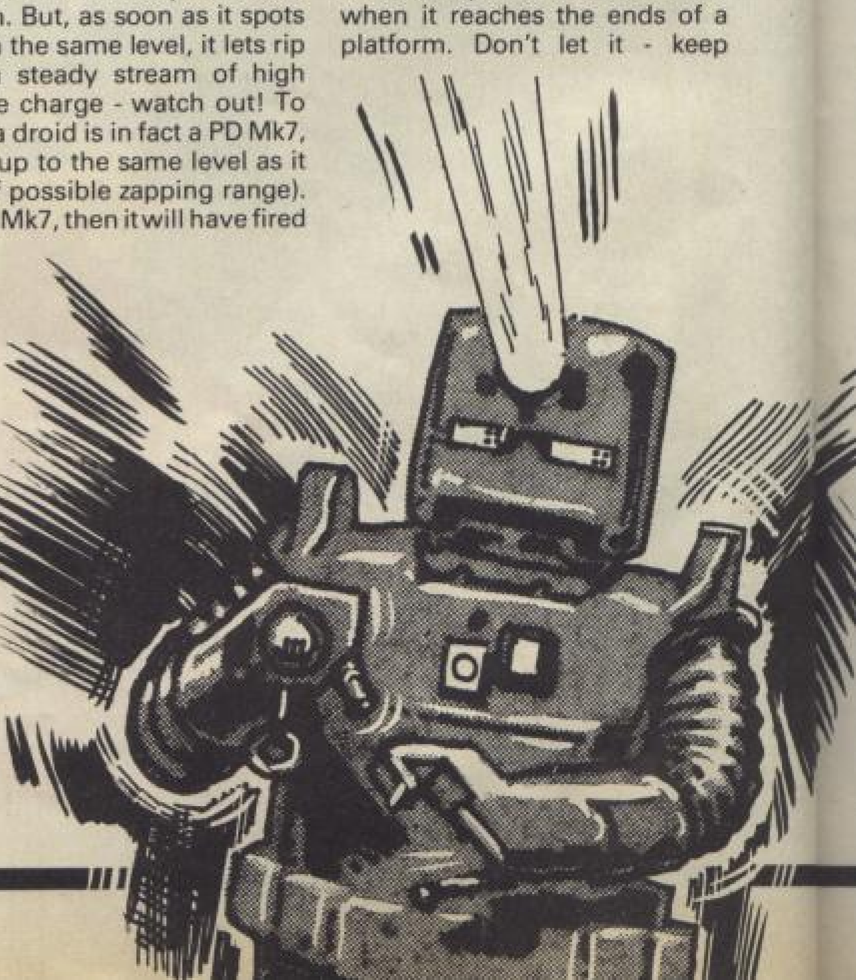
There are basically TWO kinds of robot: The ones that move (types C-F below), and the ones that don't (A-B).

A. LAZY DROIDS (LDs) . . . don't normally need snoozes for these.
- LD Mk1. Faces one direction, and doesn't turn or fire. No sweat.
- LD Mk2. (Colloquially, a wally droid). Turns to observe your actions, but does little else. Again, no sweat.
- LD Mk3. Turns and fires, slowly but predictably. Time your jump carefully, as he turns to fire in your direction.
- LD Mk4. Fires in the direction it's facing, but doesn't turn. Awkward, as precision timing is required to jump or pass it.

B. DEVIOUS DROIDS (DDs) . . . the more devious stationary robots.
- DD Mk1. This one fires on sighting you. Beware moving next to it, when using the lift, as you may regret it.
- DD Mk2. As soon as this robot spots you, he'll be activated, and will move in your direction at a fairly slow speed, unlike . . .
- DD Mk3. A faster version of the above. Both DD Mk2 and Mk3 can be fooled, by leaving their line of vision through either jumping, or using a lift. They will then turn round and leave you alone to get on with searching, etc. Repeat if necessary.

C. PATROL DROIDS (PDs) . . . relatively unintelligent patrolling robots.
- PD Mk1. The most unintelligent of the PDs. This one simply trundles back and forth along a fixed route, displaying no signs of hostility whatsoever. A novice's delight.
- PD Mk2 A faster version of the above - still no real problem.
- PD Mk3 Moves like the Mk1 and Mk2 PDs, but fires whenever it reaches the ends of a platform, turns, fires again, then repeats its movement pattern.
- PD Mk4 A faster version of the Mk3. Neither the Mk3 or Mk4 present any real threat. Treat them as the Mk1 and Mk2, but don't wait at either end of a platform when they're about.
- PD Mk5 This one moves back and forth, firing intermittently as he does so. Time your jump between firing, in order to leap it successfully.
- PD Mk6 Fires more frequently than the Mk5, making it a lot harder to jump.
- PD Mk7 Looks like a Mk1, Mk2, Mk3 or Mk4, as it moves along the platforms in a predictable pattern. But, as soon as it spots you on the same level, it lets rip with a steady stream of high voltage charge - watch out! To test if a droid is in fact a PD Mk7, move up to the same level as it (out of possible zapping range). If it's a Mk7, then it will have fired within a few seconds, in which case precision jump timing is needed to clear it. Otherwise, it's safe to continue.
- PD Mk8 Moves faster than the Mk7, but once you've seen it, it's no harder to avoid. Both the Mk7 and Mk8 PD will cease firing if you move out of their line of vision. But beware, because as soon as they see you again, they'll fire.

D. HOMER DROIDS (HDs) . . . the ones that home in on sighting you.
- HD Mk1. Even though this one moves in a simple enough pattern, once you're in its line of vision, it will home in on you, following your every move. Just don't hang around too long if it's heading towards you.
- HD Mk2. A faster, nastier, version of the Mk1. Keep moving . . .
- HD Mk3. Very similar to the Mk1, except that this one fires when it reaches the ends of a platform. Don't let it - keep



moving.
- HD Mk4. A speedy version of the Mk3. Don't stand around for too long.

E. SNIFFER DROIDS (SDs) . . . better equipped homing robots.
- SD Mk1. Sniffs you out as soon as you enter a room. Equipped with a highly sensitive sensor, this robot will follow your every movement, regardless of which level you're on. As far as avoiding them goes, it's not too difficult to get past. If, for example, you wish to go up, or down, on a lift to a lower, or higher, level, lead the robot over to the opposite side of the room. Quickly run and jump your way over to the other side of the room, and up, or down, the lift onto the next level.
- SD Mk2. Moves a lot faster than the above, but only when you appear on it's level.
- SD Mk3. Movement wise, the same as the Mk1 SD. The only difference is, that, once it sights you on the same level, it'll fire mercilessly. Approach with caution.
- SD Mk4. A speedy equivalent of the Mk3. Use of a snooze wouldn't go amiss here.

F. PARANOID DROIDS (PaDs) . . . slightly intelligent, and very paranoid, robots.
- PaD Mk1. Moves along platforms at a slow pace, stopping regularly to look over his shoulder. If you happen to be in the Mk1's line of vision, then he'll stop to fire intermittent warning shots. Make sure this one's out of range before moving on to the same level.
- PaD Mk2. A slightly more intelligent version of the Mk1, in that it will trundle rapidly towards you if you are seen. Otherwise, harmless. If timed correctly, you can jump out of the Mk1 and Mk2's scan, thus avoiding any unpleasantries.

PIECING THE PASSWORD

In order to obtain the password, with which you will save the world, you must first collect all 36 pieces of puzzle.

The password is nine letters long, and is randomly selected from several each time you play. Each letter of this word is formed from overlaying four pieces of puzzle, to form a solid, albeit sandy in appearance, block. Once this block is correctly orientated it will produce multiple bleepings from your 64, and a letter towards a completed password, on your screen.

When manipulating pieces, look for obvious fits, treating the whole thing like a complex jigsaw - look for edge pieces etc. Make sure the colours of the pieces are the same, when attempting to overlay, although the colour of the overall block doesn't matter.

There are also set pairs of semi-completed puzzle, that are the same every time you play. This means that when you fit two pieces of puzzle together, and get a shape fairly 'regular' in appearance, you know you're on the right track.

There are two functions accessible through the phone. The first, is to put the two pieces on display in memory, the right way around. The second, is to see if you have the other three pieces in memory, to go with the piece currently on display.

Don't bother using either of these, as both are a waste of time. You should have all 36 pieces when you attempt to complete the password, so checking if the others are in memory is unnecessary. Putting pieces in their correct orientation, via the phone, is also a pointless exercise. ●

Zuccess at Zaxxon

JR's tips on the US Gold classic

● Stay low: you won't hit the floor, but keep that trigger finger pumping.
● Fuel dumps are the prime target, especially on higher levels. Blast everything out of sight without endangering your ship if possible.
● When in space stay as low as possible and shoot those rockets to kingdom come.
● On the fortress make sure your way is clear by firing through the gap, if the bullets detonate on the wall then re-adjust your position until they pass through the gap.
● When confronted by the zaxxon robot fire like the clappers and try to destroy the homing missile he carries under his arm. If thou failest thou art dead.
● On level two heat-seeking missiles make their appearance. Try to gain as much height as possible while blasting like mad. You'll be sure to hit them.
● On high levels keep an eye on the fuel and make sure that there's a trail of destroyed fuel dumps in your wake, otherwise the end will soon be upon you. ●

How to better Bruce Lee

No matter how much we may pretend, we've got to admit that the American software currently swimming the Atlantic is superb. *Bruce Lee* distributed here by US Gold is no exception.

In this all chopping, all jumping, all kicking arcade adventure you take the role of the legendary film star in his fight against the evil wizard and his two henchmen, Yamo and the Ninja. The game is set in a cleverly designed 20-chamber fortress and is difficult to complete normally, but it need not be so. . . .

If like me you are totally ruthless when playing games you'll want to cheat at every opportunity. When the game loads there is a nice option screen. Plug in two joysticks and choose a one player vs opponent option. Pick up the joystick in port 1 and play as normal, but put stick 2 on the floor and put your foot on it in such a way that the handle is always facing up. When you start the game, Yamo will be permanently jumping up and down and is rendered harmless, but the big advantage is the fact that you get five extra men! You must keep the second stick in this position all the time you play, otherwise the machine cottons on to your evil tricks and docks your men eventually.

Anyway, get over your guilt complex and get playing. Golden rule number 1 is that you must collect every single accessible lantern in every screen, even though a door may open with some left. Don't take short-cuts - there are no time bonuses but masses of points available for hanging around beating up the Ninja.

If ever you're cornered, lie down until your adversary retracts his foot/bokken stick, then get up and punch. Yamo should ALWAYS be kicked because he'll kick you at first opportunity. Kicking the Ninja to death is sadistic but easy - but you'll have to run half a screen in all to do it, so the best thing to do is punch, wait half a second, punch, wait, punch. If your timing is right the Ninja won't ever be a problem.

Now that you've controlled the Ninja and forgotten Yamo, your main concern is the landscape. The first 16 rooms are no hassle - the only dangers are the two simple electric combs and the many bush traps. These traps can be used to your advantage: let the enemy follow you across one, and because it explodes behind you, so will the pursuer.

However, don't hang around near the bushes because if you are punched near these, you'll slide to your death uncontrollably. This also applies to the white electric sparks that fly across the holes connecting platforms.

Somewhere around the 15th screen a couple of yellow suns will appear. These are extra lives so don't avoid them as you'll need all the lives you can get for screen 17.

Here there are four electric combs with multiple charges in varying directions. This seems impossible until you get the hang of things, but once mastered the screen is quite easy.

On comb 1 jump up with short runs in between charges. Combs 2 and 3 are similar and involve waiting, whilst comb 4 is easy. However, don't make a mad dash when the end is in sight, it's too risky. And always anticipate the jumps, for Bruce has to bend his knees first.

Screen 18 needs no guidance, but there are nasty tricks galore in 19. This is the first time you definitely need the duck function.

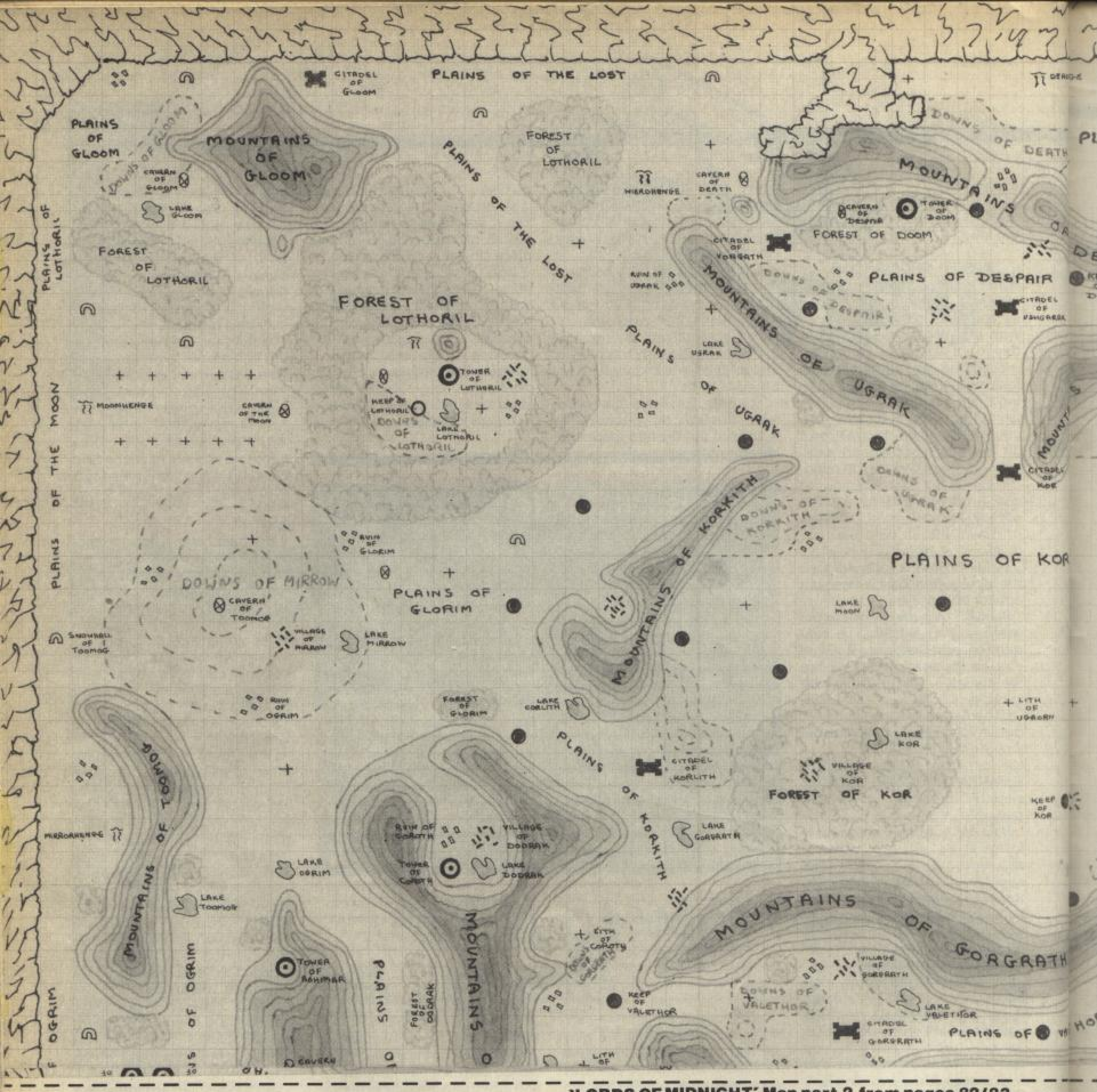
Get the first lantern to make a ladder appear, and climb it as early as you can. Wait on the solid platform and lie down. When the electric spark goes by, jump left and repeat. To get to the second lantern you must shin horizontally along the white bar two thirds of the way up. Then you have to negotiate a comb made more hazardous by an electric spark. But once done you're home free.

The final chamber is mega-high res, but there is little to do. Just run as fast as your little yellow legs can go and jump at the fiery switch on the right hand edge of the screen. I won't reveal what happens, but don't believe the instructions about immortality, because it's all too easy to die on round two.

CL ●

"KARNATH FANS THIS WAY!"





'LORDS OF MIDNIGHT' Map part 2 from pages 82/83

Can you survive the Aztec Challenge?

Carl Lyons on the Cosmi game available from US Gold

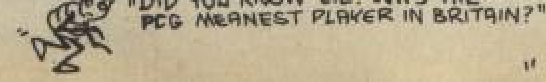
One of the first American imports (not including Ian MacGregor) and still remains a challenging game even by today's standards. It can be roughly categorised as an arcade-adventure, but is completely different to the usual formula. Its gripping music and imaginative setting make this seven screen thriller a cut above the rest.

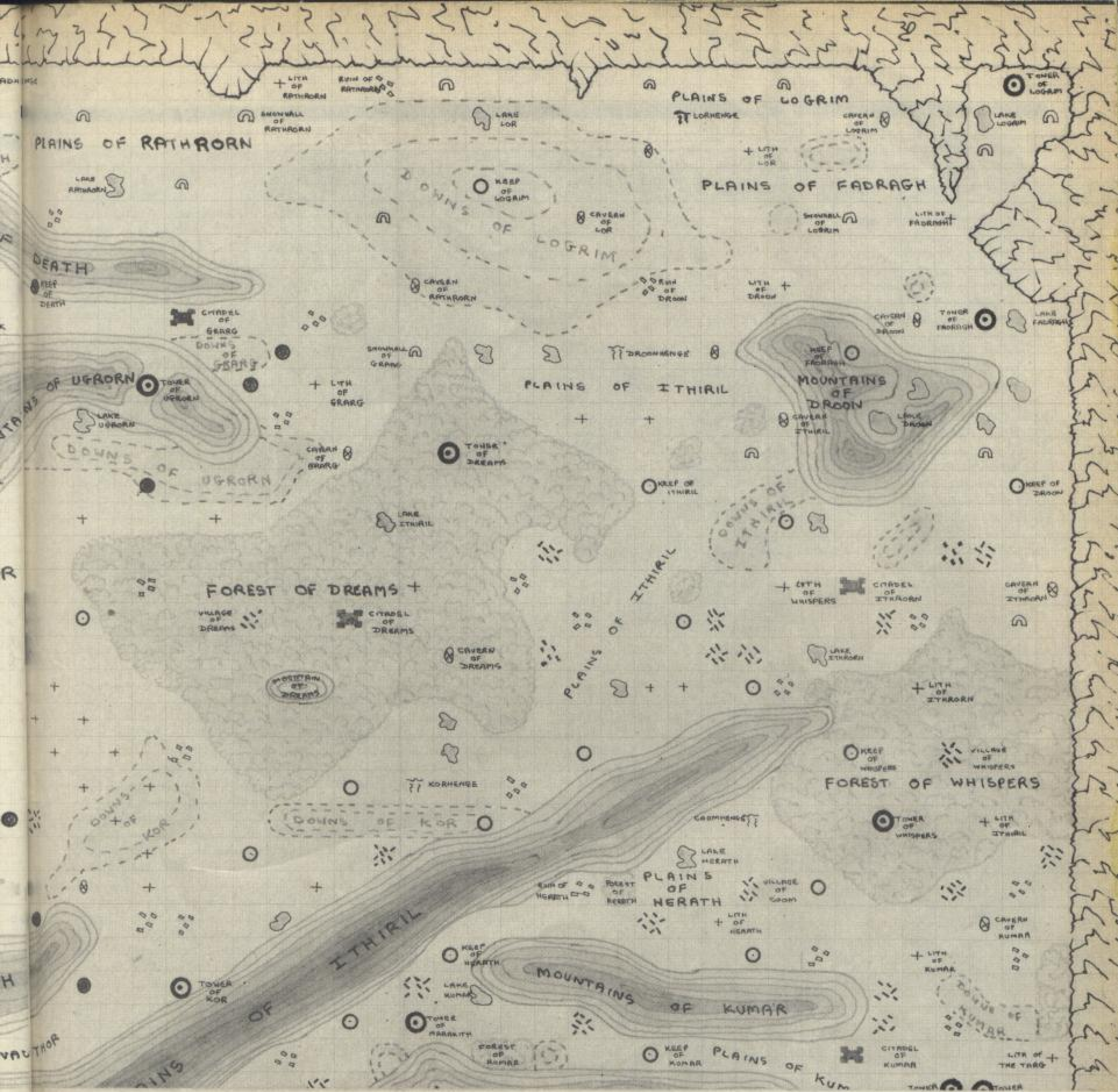
PHASE ONE has you running towards a temple with anti-social natives throwing their spears at your side. Standing far away from the TV is recommended, as you then have a narrower viewing angle, necessary since you don't know which side of the screen the spear will appear from. You must duck for a high spear and jump for a low one, needless to say mistakes are fatal. However, if you duck early and the spear is low, it is possible to correct by springing up into the air as soon as you have realised your error.

PHASE TWO. If you survive that stage, your next quest is to climb the stairs, which are protected by groups of three rolling cubes. The first three always come from the left so it's sensible to move right as the screen starts.

The best technique I have found is to rely on probability: when a set of three has gone by, stand in a direct line with where the last cube fell, hence there is less chance of the next one falling in the same place. This idea is transferable to a wide variety of games and can be very useful.

PHASE THREE. Next you must run through the temple, avoiding being crushed, spiked, skewered or falling down bottomless holes. Spikes and holes are exactly the same hazard-wise, as are the bricks and arrows. Always stop as you run into a room, in order to identify the enemy. If they are bricks or spears, then carry on running, stopping only when necessary. With the holes and spikes, you can bounce over the first two but must run a couple of steps

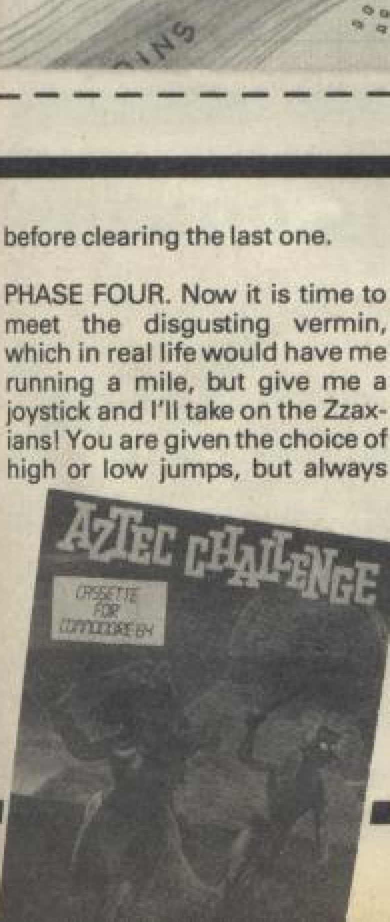




TIPS

before clearing the last one.

PHASE FOUR. Now it is time to meet the disgusting vermin, which in real life would have me running a mile, but give me a joystick and I'll take on the Zzaxians! You are given the choice of high or low jumps, but always use high unless a bouncing spider is preceded by some thing, in which case, you'll have to combine a short jump with a large one in that order, because landing on a bouncing spider is fatal.



PHASE FIVE. The Hopaztec is a matter of memory only. The best tactics are to line up vertically firstly, and then move forward as far as possible. When you die next time follow the same route Cup to the doomed square and bypass it.

PHASE SIX. Penultimately, you have to swim a piranha-infested river. The best method is to hide in the safe spot at the top of the screen (where you can't be seen) until you spot an opening. If you find yourself about to be sandwiched, press the fire button for a second (delay this as late as you can) to escape danger, but don't retreat.

PHASE SEVEN. After you've dried out, your escape is but a hop skip or jump away. This is the ultimate test of hand-eye coordination, because you can jump far, medium or short distances, controlled joystick-wise by up, left, and down respectively. One gap needs a low jump, two gaps needs a medium, and three needs a high. You must concentrate fully on the right hand half of the screen and not jump left too early, because there might be another gap sneak out at the last possible moment. So, again, delay your decision!

Finally, if you do escape, you'll re-enter at a higher difficulty level where you really will have a challenge on your hands. ●

BUST THOSE GHOSTS!

Despite its simple appearance there's a surprising amount of strategy in Activision's Ghostbusters. Even expert players disagree on the best methods. ANDREW CLARKE of Baddesley, Essex and Zzap's BOB WADE have both notched up hundreds of thousands of dollars playing the game. Here is their (sometimes contradictory) advice.

EQUIPMENT

The first thing budding ghostbusters must know is how to spend their cash wisely. Andrew Clarke believes the equipment selection stage is wrongly regarded by some as being boring. It is in fact crucial to the success of your game.

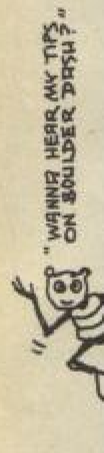
He believes that no matter how rich you are the hearse is the car to go for. It offers enough space, a reasonable speed and above all, it is cheap. CLARKE's ideal list of equipment is the following: The hearse, vacuum, PK energy detector, image intensifier, bait and five traps. If you're starting on £10,000 you must do without some of the traps.

Clarke believes the sports car and the laser confinement system are expensive white elephants. WADE strongly disagrees. His ideal equipment list for advanced ghostbusters is: sports car, laser confinement system, image intensifier, PK detector and ghost bait. Although very expensive this allows you to move round at high speed, only returning to GHQ after catching 10 slimers. Wade reckons you can make up the extra cost fairly easily - so long as you don't miss any slimers.

But if you have just £10,000, Wade recommends simply the compact, vacuum, image intensifier, bait and two traps - the cheapest sensible package.

Both players agree on one thing. The marshmallow sensor is not worth having. You don't need it and it isn't reliable.





CATCHING SLIMERS

Once again the two have starkly contrasting methods.

WADE's method: When a building flashes red and you arrive, the key things to remember are to make sure the trap is as far up the screen as possible and in the middle. The left hand man should be about three quarters of an inch from the trap, so that when activated his stream will end directly above the trap. The right hand man should be as far to the right as he will go.

The slimer usually follows a roughly clockwise path round the screen and once it is inside the line of the right hand streamer you hit fire to activate the streamers. Move the right hand man in so that the ghost is trapped under the pyramid formed by the two streamers. With practice you should be able to trap him securely every time without quite crossing the streams.

Firing again to activate the trap will now catch the ghost. However occasionally the ghost will move sharply just as you set off the trap and veer away to safety, for this reason wait until just after he has made some violent moves before activating.

CLARKE's method: Don't use the first man at all, just position him to the left out of the way. This avoids the danger of crossing beams. Place the second man on the far right of the screen, facing inwards. Then wait until the slimer moves between him and the trap at a height below the sill of the top storey window.

Now fast, decisive action is required. Press fire. The slimer should be under the beam or possibly even speared by it. Move the man left, forcing the slimer over the trap and immediately press fire again. Hey presto.

Should you fail to catch the slimer under the beam do not despair. Just move the second man left until he stands right on the trap. Now wait until the slimer moves over the trap, and preferably is reasonably low. Hit fire and you may well get him.

Both players claim 99% success for the methods, so take your pick. They also point out that the sooner you catch a slimer the more money you get. That is why the PK detector is so important. It allows you to arrive at a building and sometimes actually witness the slimer's arrival. By trapping one almost instantly Wade has earned the maximum £1,000 on one occasion. £800 should be regularly possible.

ENERGY and the MM MAN

To make as much profit as possible you need to use the time between 0 PK and 5000 PK wisely. You must let as few slimers as possible escape, preferably none, and stop roamers getting to Zuul for as long as you can, although for the first 2000 PK this need only be done infrequently since they move slowly.

Once you are over 5000 PK you can forget about the roamers and concentrate on getting the Marshmallow man. He appears after 5000 PK and every 1000 after that, i.e. five times. You need to be ready to put down ghost bait when you top each thousand mark.

When you switch to the map screen you'll see the roamers swerve off course to form the MM man and you should immediately hit the B key one firm tap. Any more hits will mean you won't have enough bait to deal with all the men. This is the most crucial part of the game - good baiting will massively boost your score but failure will result in disaster.

ZUUL

When PK reaches 9999 and you have enough money you go to Zuul. As Clarke points out, it is wise to make sure you have three backup men in the car - this means you can afford to lose one as you attempt to sneak past the MM man.

Here there are two methods. The easiest is to go to his left hand side and follow him as he jumps sideways, sneaking in the side of the door before he hops back.

A harder technique for foolhardy ghostbusters is to go through his legs. This takes perfect timing but is very satisfying if you can manage it. ●

Reducing risks on River Raid

* Don't worry about fuel on lower levels: there are many dotted about and it only needs one slow pass over a fuel depot to refill your tanks. Shoot the depots after you have used them.
* Try to shoot everything but don't put yourself at risk. Helicopters, boats and balloons on the shores need only to be dodged, you might crash into the riverbank if you try to go for them
* Try to learn which routes are safest when the river splits in two. Some thin strips of river contain helicopter gunships or tanks.
* When negotiating a tricky stretch of river try to gauge the direction which the enemy will go so that you can dodge behind them unscathed.
* Hit the bridges when the tanks are trundling over them: you get more points and on later levels they fire at you if you don't kill them.

JR



Making Kong crazier

The aging *Crazy Kong* from Interceptor is written largely in Basic and is easy to break into - just press the Run/Stop key. You can now alter the maze of ladders, conveyor belts, hammers and diamonds and make the game a lot more fun. (Well, you certainly couldn't make it any worse!)

Your imagination's the limit - you can fill the screen with diamonds worth 50 points each and amass magnificent scores. The only thing you can't do is put hammers on the uppermost level on all screens - they disappear as soon as reached.

Once you have created your own screen, just type CONTINUE and the game runs. Here are the editing controls - use the cursor keys to put the cursor where you want it and then use any of the following keys:

Shifted 2 - extra diamonds
Shifted G - extra hammers
Shifted D&E - conveyor belt
Commodore Q - ladder left
Commodore W - ladder right
Shifted A - flooring right
Shifted B - flooring left

PB

How to trick a computer goalie

International soccer

Here are two well proven techniques for scoring goals in the classic football simulation from Commodore:

METHOD 1. Get the ball to the wing. Advance to your opponent's goal and when you draw level with the front of the penalty area shoot diagonally. This nearly always puts the ball in the net because the goalie responds with a totally useless straight jump (I think he may be Scottish).

METHOD 2. Move up the centre of the field and when you get behind the penalty spot shoot directly at goal. The goalie will save, but you should be able to pick up the rebound with ease and slot the ball home before the keeper has a chance to recover.

WINNING POSSESSION. Obviously before you can use these methods you must have the ball. To win possession at GOAL KICKS, wait at the screen's edge in line with the ball. When it is about to be kicked move away from it. The ball should fall conveniently on to your feet or head. At THROW-INS forget trying to follow the opponent - just get in line with the thrower's angle and wait for the throw. Using these methods I have achieved a top score of 6-0 on level 9.

PB

Raiding the reds

Here's some advice on the controversial *Raid Over Moscow* from US Gold.

Run to the Cities
Fly low (no higher than 5m) until the missile has gone overhead, then climb to about 17m and shoot the missile from behind. Descend to below 5m again and shoot everything in sight. Facing the helicopter, do not move left or right, and fire at it until it is destroyed. Only move if you are definitely going to be hit.

Silos
The silos are only at three separate heights so it is easiest to shoot them down in the following order: 5,4,1,2,3 (numbering them left to right). If you are patient you can shoot down the white plane until you have about 20 seconds left, and only then destroy the central silo (number 3).

Moscow
Remember the height settings for each of the targets. Some of the targets are at the same height. When hitting the uppermost turrets guide the tank underneath the falling masonry to destroy it.

Reactor Room
The robot is most vulnerable next to the back wall. To be successful you must learn the pattern of its movements.

PB

Getting to grips with Guardian

Defender still perplexes many arcade addicts and *Guardian*, the no holds barred clone from Alligata, is no exception.

The sheer amount of controls make mastering the game a daunting prospect. (DON'T use a joystick: lack of true *Defender* control makes the gameplay much harder.)

Press fire and thrust simultaneously and rapidly - a nice medium speed will be attained. Only belt along when there are only a few aliens left on the other side of the planet.

Beware of LANDERS, although easy to hit they DO shoot back! Also, when they warp in stay low otherwise you might have one land on your ship.

MUTANTS can be dealt with easily: turn towards them and oscillate in the middle of the screen firing rapidly and they will walk into your laser spray.

BOMBERS are best blasted by following them carefully through their minefields and shooting them as quickly as possible.

Beware of PODS, these explode into swarmers when hit. These are tricky to hit, but if you let them go past you and follow them closely you can massacre them without being shot.

BAITERS appear usually with the last batch of landers to be

105

SOLVED! The Staff of Karnath

First detailed playing guide to the Ultimate blockbuster

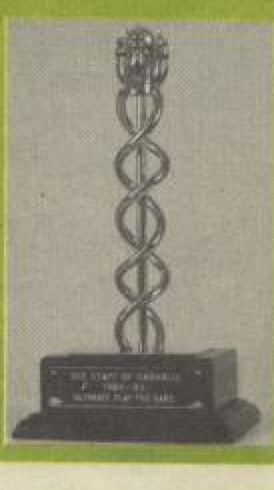
Here's another great Zzap! exclusive - detailed hints on one of the trickiest games ever to hit to the 64. All over the country 64 owners have been scratching their heads over Ultimate's *Staff of Karnath* - and at time of writing, Ultimate have had only one claimed solution - from Lee Goldstone and Matthew Porter of Newbarn Longfield, Kent. It's they who are responsible for the guide to the game on pages 102/103.

Just to make things a little more fun, however, we have deleted some of the information they gave, especially names of particular spells you have to use. After all, you wouldn't want ALL the secrets given away, would you?

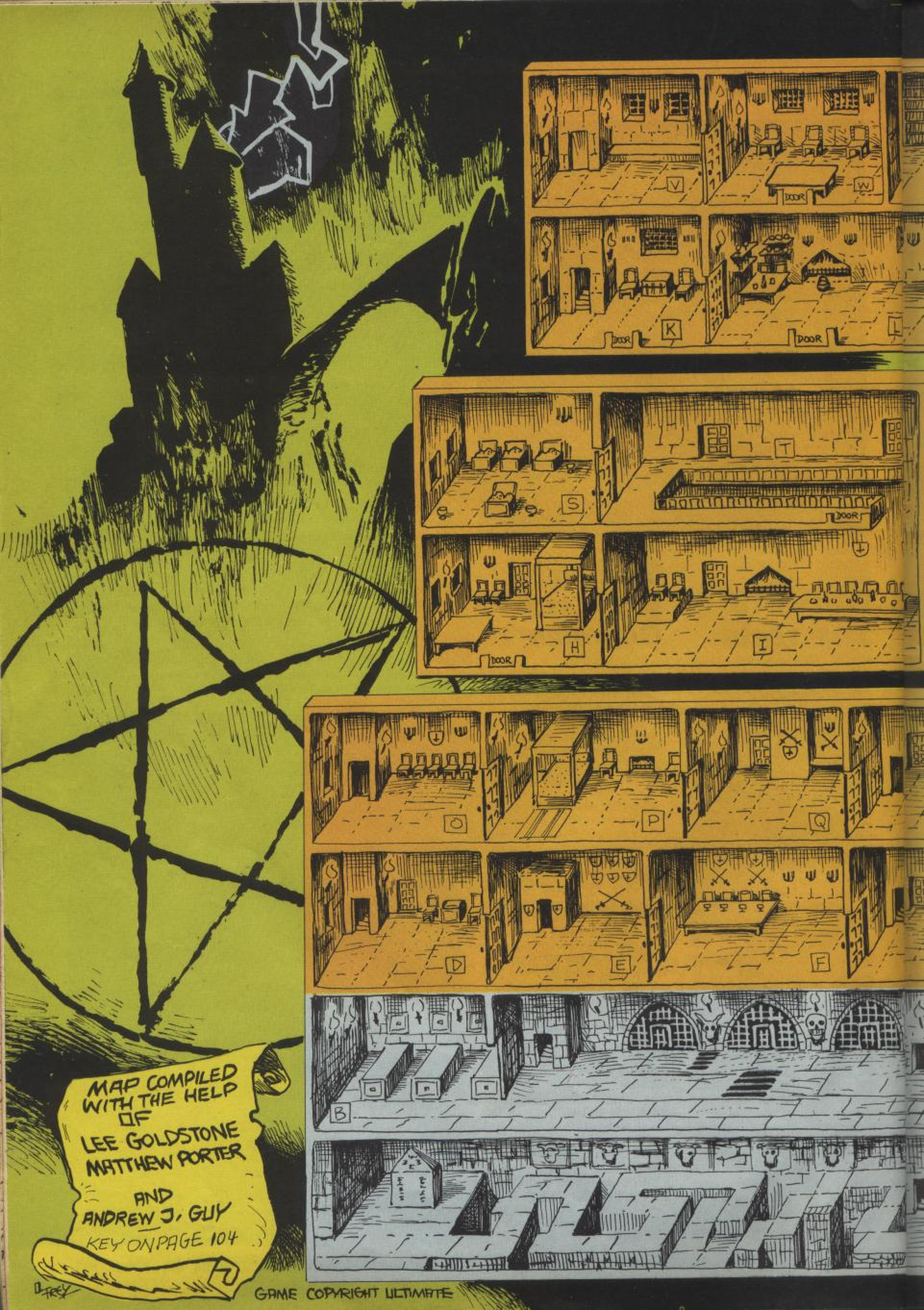


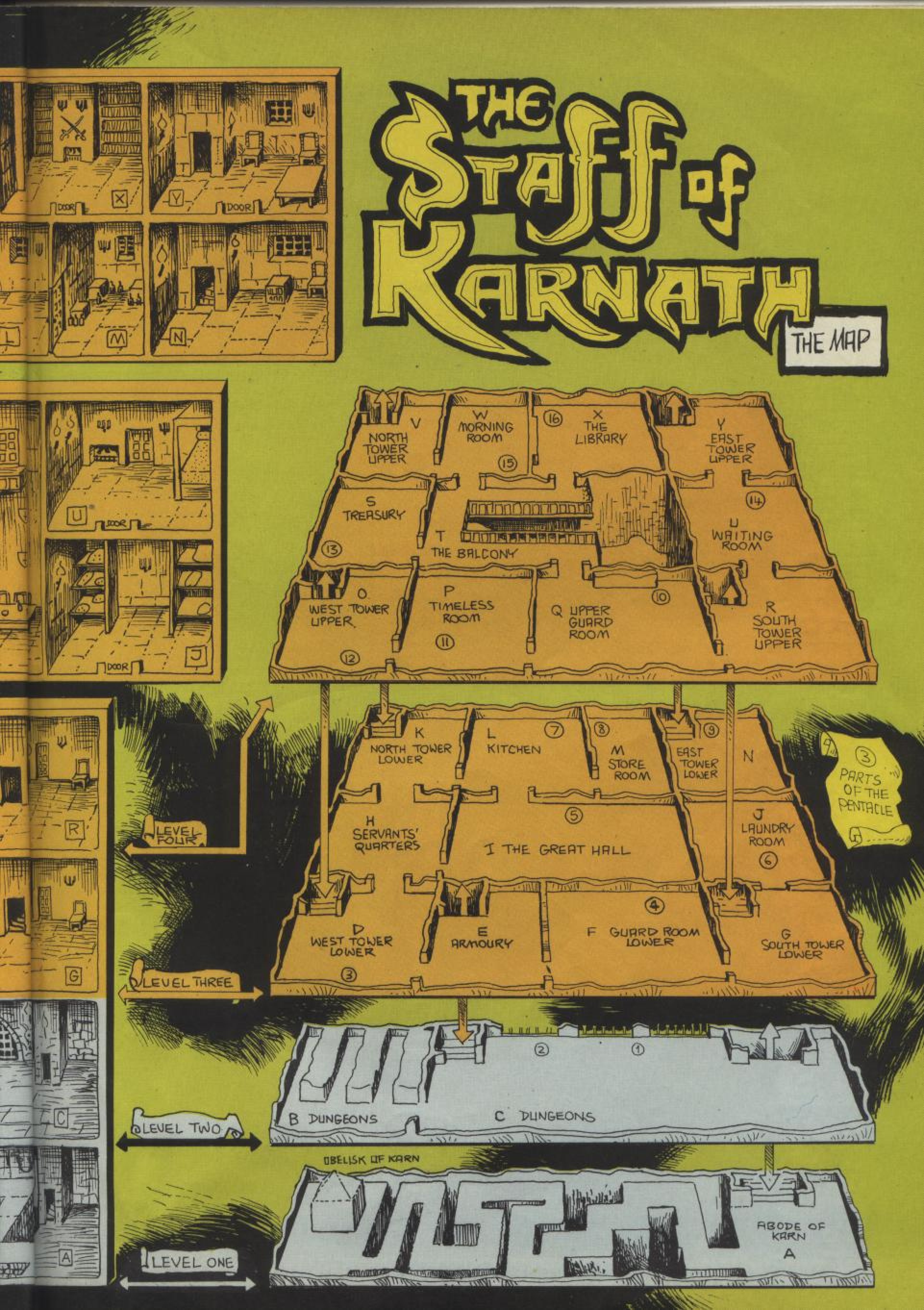
Lee Goldstone and Matthew Porter

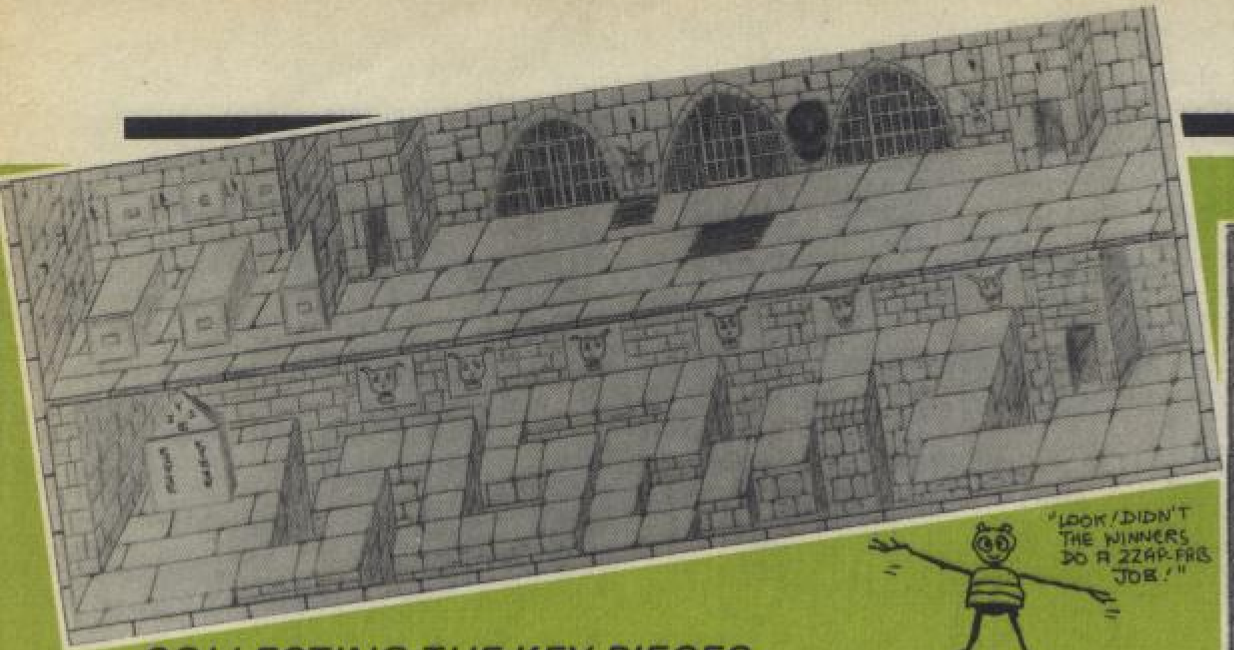
The Ultimate trophy

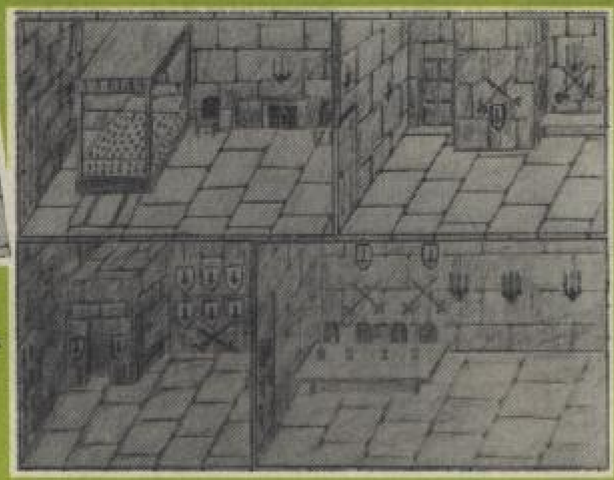


Here's the stunning prize won by Matthew and Lee for their impressive efforts. The trophy was commissioned by Ultimate for a competition run with Personal Computer Games. Unfortunately PCG died before the competition had ended, so it was taken over by us. Matthew and Lee were the winners by a mile!


MAP COMPILED WITH THE HELP OF
LEE GOLDSTONE
MATTHEW PORTER
AND
ANDREW J. GUY
KEY ON PAGE 104
V
W
DOOR
K
L
DOOR
DOOR
S
T
DOOR
H
I
DOOR
O
P
Q
D
E
F
B
GAME COPYRIGHT ULTIMATE

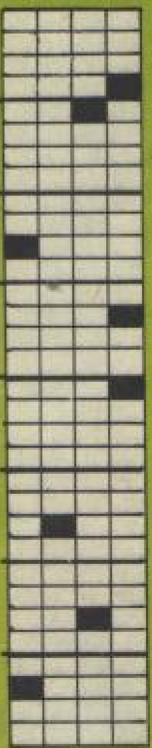

THE STAFF OF KARNATH
THE MAP
DOOR
X
Y
DOOR
L
M
N
U
DOOR
DOOR
J
R
G
C
A
V
NORTH TOWER UPPER
W MORNING ROOM
15
16
X THE LIBRARY
Y EAST TOWER UPPER
S TREASURY
13
T THE BALCONY
14
U WAITING ROOM
O. WEST TOWER UPPER
12
P TIMELESS ROOM
11
Q UPPER GUARD ROOM
10
R SOUTH TOWER UPPER
K NORTH TOWER LOWER
L KITCHEN
7
8
M STORE ROOM
9
EAST TOWER LOWER
N
3 PARTS OF THE PENTACLE
H SERVANTS' QUARTERS
5
I THE GREAT HALL
J LAUNDRY ROOM
6
LEVEL FOUR
D WEST TOWER LOWER
3
E ARMOURY
4
F GUARD ROOM LOWER
G SOUTH TOWER LOWER
LEVEL THREE
2
1
B DUNGEONS
C DUNGEONS
LEVEL TWO
OBELISK OF KARN
ABODE OF KARN
A
LEVEL ONE







COLLECTING THE KEY PIECES



1. (found in room C: The Dungeon)
Hit the ogre with the —— spell to stop him for a few seconds when he is furthest away from the piece, rush up to it, grab it and retreat very quickly. You will only lose a bit of energy.

2. (found in room C: The Dungeon)
Go to the dungeon (room C). —— the wall between the two lower coffins, avoiding or shooting ghosts. Then HURRY back to the main dungeon. There a pleasant surprise will await you.

3. (found in room D: West Tower Lower)
You cannot kill the toad so go to his left and wait until he has jumped to the right. Quickly go to the centre collecting the piece and then go right to safety when the toad jumps left.

4. (found in room F: Lower Guard Room)
Enter room by the left. Walk up the right edge of the long table shooting the armour with the —— spell. When you have reached the top wall, walk along it to get piece D.The armour will retreat right allowing you to get it safely.

5. (found in room I: Great Hall)
You must avoid the scimitar and the arrow but you can shoot the axe using ——. Use —— to quell the fire and get the piece before the flames return, and the scimitar gets you.

6. (found in room J: Laundry Room)
Enter room and quickly get piece F before the vampire gets it.

7. (found in room L: The Kitchen)
Shoot or dodge the bats to get piece G.

8. (found in room M: The Store Room)
Shoot the green spider in room K with ——. When a ting sound occurs hurry back to the store room where you will know what to do!



9. (found in room N: East tower Lower)
When the green skull is furthest away from you, quickly get piece I. You will lose energy but not much.

10. (found in room Q: Upper Guard Room)
Avoid or shoot witch with —— spell to get piece J.

11. (found in room P: Timeless Room)
Don't hang around in here too long as it is a great time waster! Shoot the carpet with the —— spell and walk on it to make it fly up so you can get piece K.

12. (found in room O: West Tower Upper)
Get piece L fast or the Invasion Troll will appear. If he does then shoot him with ——.

13. (found in room S: The Treasury)
Shoot the snake with the —— spell to make it rise so you can get piece M. On returning to the balcony make the snake rise again so the bullets won't hit you from the snake.

14. (found in room U: Waiting Room)
Just wait in the room for piece 14 to appear above the fire.

15. (found in room W: Morning Room)
Enter room from the left doorway. Wait in the doorway and shoot at the bowl --- times with the —— spell. It will fall off the table and will turn into piece O.

16. (found in room X: The Library)
Shoot piece 16 with —— spell to stop the skeleton appearing when you get it.

DEALING WITH THE EVIL ENEMIES



ARMOUR (found in rooms F,I,and J)
You can shoot the armour in room F (lower guard room) with the —— spell. The armour in room I (great hall) is harmless, but some of the armour in room T (balcony) has energy sapping force fields around it.



TROLL (found in room O)
Younger brother of ogre (see below). It has the ability to turn invisible although it can still be heard.
Shoot in visible state with the —— spell.



GHOST (found in rooms H and B)
Can be quite deadly if you are trapped by it. —— spell will get rid of it for a while.



VAMPIRE (found in rooms G and J)
Go to the upper guard room. Avoiding the witch, shoot the cross on the wall with the —— spell, shoot it again with —— to make it fall off the shield. Collect it and go get that vampire.
You cannot kill the vampire in the laundry room.



SPIDER (found in rooms R and K)
You cannot shoot the red spider in room R (south tower upper) although shooting the green spider with the —— spell will come in handy.



GIANT TOAD (found in room D)
The toad cannot be killed - walk along the back wall to avoid it.



OGRE (found in room C)
Older brother of the troll, the ogre can also be stopped with the —— spell. However, be careful for the spell does not last long.



DEMON (found in room A)
Avoid by walking along lower edge of the pathway or shoot with the —— spell. Avoid their ghosts when you shoot them.



WHITE FALCON (found in room A)
Cannot be killed. To avoid its bomb, wait at the bottom of an upward path. When the bird gets near you walk up the path. The bird will follow you up but will drop its bomb early thus missing you.



HOODED MONK (found in room J)
Again, —— will kill the monk, but he appears again on the balcony so be careful.



SNAKE (found in room S)
Shoot the snake with the —— spell to make it rise in the air so you can get past it. The spell does not last long though.



BAT (found in rooms L and W.)
Shoot with —— spell or avoid. found in morning room and the kitchen.



WITCH (found in room Q: Upper Guard Room.)
Shoot the witch with the —— spell, but avoid the ghost she makes. Be careful she appears again!



SKELETON (found in room X: The Library.)
Cannot be killed but shooting piece P with —— stops him appearing when you get the piece.



101



warped in or when you take too long at the end of a wave. Turn quickly and rake across them with bursts of fire whilst moving in the opposite diagonal direction to them.

When competent use the SCANNER for locating trouble-spots and blast your way there without running into any surprises. When low on humanoids let the landers pick them up, blast the landers, catch the falling humanoids and carry them until the wave is over. Beware though, baiters will appear earlier than normal. Conserve smart bombs for use on three or more pods, and detonate when travelling slowly so that swarmers don't escape. **JR**

Quirks in The Guardian

This title from Alligata is the ultimate *Defender* on any micro. It leaves the jerky-scrolling *Planetoid* for dead, and your craft is even more manoeuvrable than the arcade one! Here are two oddities you may not have discovered.

HIDDEN BONUS. If the last lander in a wave is carrying a humanoid, then don't think the wave is ended once you shoot it. If you fly full tilt at the lander, fire at the last possible moment and drop immediately after firing, it is possible to shoot the lander and catch the falling man. If you are close to the surface you can also put it down, but if you can do this intentionally every time you deserve a medal.

COLOUR CHANGE. If you're fed up with the dull, black screen it is possible to change the screen colour. First shoot all but one of your humanoids (murderer!) and follow the final lander along the planet surface, always keeping below its level.

As it drops to pick up the humanoid, shoot the humanoid and then the lander as quickly as possible. Your planet blows up as you know, but because the screen flashes white whilst doing so, the end of the wave prevents it from changing back to black.

CL

Pitfalls of Pitfall 2

In this Activision game, dodging the bats and birds is a risky business unless you have a methodical attitude. Because nothing goes faster than you, always run towards the enemy, reversing at the last possible moment. Because you are so close to it, you are much better able to judge when it is safe to go under. However, remember that it is always safe to walk off the edge of a screen to try again.

When holding a balloon, always pull down on the joystick, because it is better to accelerate when avoiding bats than decelerate.

How to avoid bungling at Bungeling Bay

Bob Wade unveils his tactics on Raid on Bungeling Bay from Ariolasoft

There are two distinct strategies when playing: either go for the factories or build up a mega-score by just blasting away at planes, radar and gun emplacements. The latter method is frowned upon by purists since the real aim of the game is to get all six factories.



PART 1. With this in mind the first factories you should go for are the two on the large airfield island so that you can get at the supply of bombs on the airfield without danger. These factories shouldn't be too difficult in the early stages since the opposition is light.

Once these two are dispatched (eight or nine bombs on each should do the trick) go and get the factory on the other airfield. By this stage the opposition should have wised up a little but with a couple of trips back to the carrier you should be able to wrap this one up without loss as well.

That deals with the largest islands which if left till later will present terrible problems since they will be packed with defences and well supplied. It leaves the three smaller islands which won't be easy but at least you'll have a chance.

PART 2. About this time the battleship should be nearing completion. Wait until it is finished and then bomb it till it sinks. You'll need nearly a full load of bombs again and don't approach the ship head on or the heat-seeking missiles will crash into you and rack up several hundred damage points.

Once sunk the battleship won't return, whereas merely bombing it in dock only puts back its completion time. Your carrier is only at risk from bombers at this stage - an attack warning should be acted upon immediately since loss of your carrier means almost certain death.

PART 3. Having despatched three factories and the battleship, things are really getting mean, the gun emplacements fire heat-seeking missiles and all forces are replaced very rapidly with fighters responding rapidly to the call of a radar dish.

Always remember that if disaster strikes and your helicraft is going down try to find a factory or the battleship to crash into since a direct hit will do them severe damage. You may even be able to take something with you which isn't a bad price to pay.

The last three factories are really tough and there is no sure way to guarantee success, however follow a few basic rules and you should have a chance.

Strafe up islands before attempting to bomb the factory to try and remove radar and guns. If there is heavy fighter cover try to draw them off to another island before making your assault.

If you take heavy damage while bombing make a run for the carrier rather than being tempted to hang on to drop those last couple of bombs. Lives are much more precious and you'll always get another try at the factory.

When blasting bombers and fighters try to get into a circling pattern so that you can follow the enemy as they also circle and then let them have it up the tailplane.

There is little you can do to avoid the fighter's missiles but flying diagonally at full speed will shake off heat seeking missiles which are faster than you horizontally or vertically. In tight spots these can also be avoided by frequent turns until they crash. ●

LEARN THE ARCADE LANGUAGE.

We know 64s are great at cloning arcade games, but should you wander into a real arcade you will be set upon by people talking a foreign language. They are easily spotted: they own Spectrums, have masses of pirate software and read boring magazines. Arcade ace Carl Lyons compiled this translator:

They say: Wanna play doubles?
But mean: I'm ace at this, let me show off.

They say: I've had a million, but I can't be bothered doing it again.
But mean: I've never played it.

They say: I write freelance for Ultimate.
But mean: I've written noughts and crosses on a ZX81.

They say: No, honest, it can be done, I've seen it.
But mean: It's totally impossible.

They say: Hey, you're brill at this!
But mean: Grease, grease, lend me 10p.

They say: Wowwww, heyyy, mmpphhh!!!!!!
But mean: I've done it at last!

They say: £%£!*?!*
But mean: I've just lost a man.

They say: I'll tell you how to clear it.
But mean: I've just read Zzap's tips.

MELODY MAKERS

Julian Rignall looks at six very different programs all of which can turn your 64 into a music machine.



There are many music programs, sound processors, and add-ons available for the 64, catering for anybody from the casual tinkerer to the budding professional. The price range also varies from £8–125.

Some music programs are designed especially for composing, some for playing and others for less tuneful renditions. This survey should help any interested person choose exactly which music package will best suit his requirements.

MUSIC MAKER.

Activision, £14.99 cass £19.99 disk

Activision's Music Maker can be described as THE best music synthesizer for under £50. At a price that most can afford it is the best presented and easiest to use music program available for the 64. In particular it stands out for having that most trendy of labels: icon-driven - the options are represented by picture symbols, allowing the program to be largely joystick controlled and extremely 'user-friendly'.

There are three different modes: one for a musical novice, one for the more experienced and a facility to define your own voices (instruments). Although it helps to have some musical knowledge, programming tunes has never been so easy.

NOVICE MODE. Choose a note from the large range using a music baton as a cursor and move it onto the stave. When you think the note is correct then press the fire button, and then you can put the next one in. After several notes have been placed you can listen to the end product. If you think it's awful then you can erase it all by moving the baton over a picture of a rubbish bin and pressing the fire button twice, or just change a few notes by putting the new ones over the original.

If you don't like the sound of the voice then you can switch your whole tune to another one with ease. Move the icon to the change note picture, select another voice and put the icon over one of the notes and press fire. They will all change and you can instantly hear the results if desired.

Once you think that you are competent at writing you can switch to the ADVANCED WRITING MODE. Here, using the same techniques, you can place notes and also crotchet rests, quaver rests and other musical notations to make your tune sound more professional.

You can choose the key you'd like to play in and get composing. Bars, rests, sharps and flats can all be used, in fact it's easier to compose tunes with this piece of software than with some very expensive professional music composers.

The VOICE CREATION MODE is represented on screen like a mixing deck. To move any switches, just move the icon over a slider, press fire and pull back, forward, up or down to move the slider in the corresponding direction.

All sorts of features appear on the deck: three filters, customizing wave formation, ring modulators are but a few options. Some quite original and complex sounds can be produced ranging from a drum to flute, and from a double bass to a violin. It is also easy to change the large range of instruments,or if you feel unadventurous you can use them in your tunes as they stand. Once you're happy with your tune, you can save it on tape or disk for future enjoyment.

While using this music utility, it struck me that a huge amount of thought must have gone into the programming. Everything represented on screen is crystal clear: any types of changes possible are marked with a beautiful little picture, so there are no doubts when you move the baton over a picture about what will happen when you press the fire button.

The instructions, although only really necessary for technical data, are excellent, taking a novice step by step through the basics of music programming but also catering for a more advanced composer. I was very impressed by its complexity, but simplicity to use: within half an hour I had 'What is Love' ringing round the review room. If I were to recommend one music program for a 64 owner then this would be it.

–RIGNALL RATINGS–
Presentation 93%
Ease of use 91%
Sound potential 88%
Value for money 85%

CMK49 KEYBOARD

Seil, £125



Here is the current apex in musical add-ons for the 64. This Seil CMK49 keyboard brings the professional touch to your home computer.

Although costing £125 the keyboard also comes with its own software, either disc or cassette based. If you think that's a little too much to pay for musical hardware then see the package in the flesh.

The keyboard has 49 notes and is of high, robust quality. It also has the real 'feel' of a keyboard. Interfacing is simple: just plug it into the back of your computer, load the software and you're away.

The software itself exploits the SID chip to its full capabilities with a possible 99 voices to define at any one time.

There are already 39 predefined instruments, so you can play straight away with the keyboard. Some of these are very realistic while others bear no clear resemblance to their names. There is a wide range of instruments available from bass through guitar and synthesizer to UFO.

With this set-up there is no having to go through the rigmarole of defining voices, programming the tunes and then getting the computer to play them!

The instruction booklet is only adequate, leaving you to do most of the finding out (which even a non-musician should be able to do without much bother). On screen presentation is nice and simple, with options of playing or creating new sounds. There is also a MIDI Master Keyboard function where you can link the keyboard to control MIDI equipped instruments.

The big limitation to the package (shared by all the others in this survey) is that imposed by the SID chip itself - you cannot play more than three notes simultaneously.

However there will be a series of add-ons available for use with this keyboard later on this year which will overcome even this limitation. A hardware/software package scheduled for June will allow the user to have full control over a new and much stronger set of sound chips and will bring new features like programmable rhythms, split keyboard, left hand chords and auto accompaniment.

Although seeming very expensive, this synthesizer package offers some very advanced sounds and features that are comparable with a synth many times its price. For the right person, it's a fantastic buy.



—RIGNALL RATINGS—
Presentation 78%
Ease of use 69%
Sound potential 94%
Value for money 84%

MULTISOUND SYNTHESIZER

Romik, £14.99 cass

Not a very friendly sight greets a user when this music program loads. You are instantly presented with a cluttered screen, and this is terribly off putting for anyone.

The instructions say that a 'rudimentary knowledge of the Physics of sound is helpful'. I reckon a BSc might be more appropriate!

Firstly you have to select the actual voice you'd like to play. This is done by switching all the various options given on the title screen. Everything is set at zero, so you have a lot to experiment with before you can accurately define the sounds you'd like to play.

Wave formations can be chosen, and then you can change to the next screen, which is even more complicated and deals with the wave formation and sound in more detail.

Once your sound is defined you can switch to play mode. Here the computer keyboard acts as a musical one. On screen there is a representation of a musical keyboard. Press a key and a dot will light up on the corresponding note. Once you have sorted which key plays each note you can start playing. There are 8 octaves selectable so a whole musical feature is playable.

Other features include a type of composer, loading and saving new sound creations. This includes eight drum routines to play along to.

Although being a competent synthesizer, and being able to actually play a tune, this one suffers from overcomplexity and difficult keys to remember when actually playing a tune.

—RIGNALL RATINGS—
Presentation 37%
Ease of use 39%
Sound potential 68%
Value for money 44%

DANCING FEATS

Artic, £7.95 cass



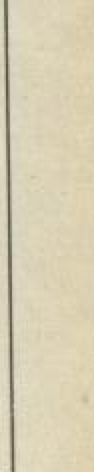
This, the cheapest music maker available for the 64, isn't much of a music maker at all, but for someone who has no musical experience it's great. Don't worry about setting up notes, noises or complex beats, just load, select a rhythm from jazz to rock, start and move the joystick back and forth.

OK, so it doesn't sound brilliant but with a little bit of practice some quite good, jazzy tunes can be created. Moving the joystick back and forth quickly results in lots of notes being played over two octaves. Keep the joystick tugged left and a lower octave will be played.

Each note played is represented by a coloured bar rising from the bottom of the screen which grows and then shrinks as the sound diminishes, giving an aesthetic picture as well as making a tune. One nice feature is a record-as-you-play facility.

With the many varied beats and sounds to choose from and the total non-existence of pre-progamming this program is great value for anyone who wants to make simple music simply.

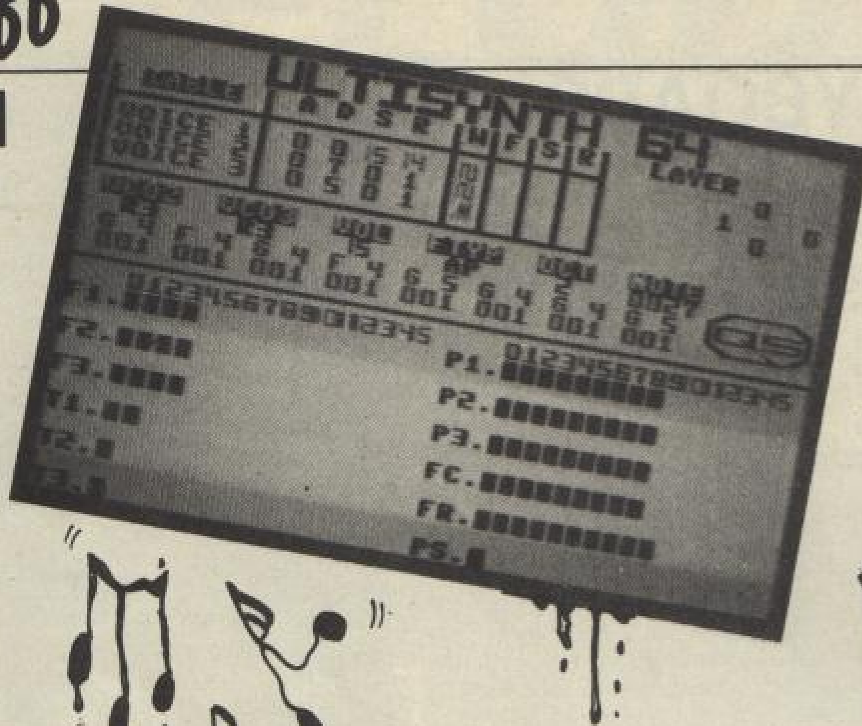
—RIGNALL RATINGS—
Presentation 72%
Ease of use 87%
Sound potential 21%
Value for money 69%



ZZAP! ONE off

ULTISYNTH

Quicksilva, £14.95 cass







Where Romik's synth package suffered from an over complicated title page Quicksilva's has a nice simple title page with seven options.

But what appears behind this title page is more important and here's where the program falls flat on its face. Unless you know the instructions inside out then you will find yourself lost within a few seconds.

There are the selectable attack, sustain, delay and release options familiar with all these types of programs. There are also wave formations and bar charts showing the frequency, filter frequency, resonance and various others. There are 154 key combinations for each channel so many sounds can be produced. There are also six accompanying tunes but other than that it is all up to you.

Composing a tune is a long, boring and difficult process, with only numbers needing to be typed in. With a detailed, yet complicated manual and the difficulty of actually getting any sort of musical satisfaction, one can only say that this old piece of software is now rather long in the tooth.

–RIGNALL RATINGS–
Presentation 76%
Ease of use 34%
Sound potential 71%
Value for money 46%

MUSIC MAKER

Commodore, £29.95 cass or disk



This is the second example of a music program which comes with its own keyboard, although unlike the CMK49 this is only a clip on type.

The software which is included in the package is very well presented and incredibly simple to use. On loading you are presented with eight options which, as with every future selection, are chosen by the using the function keys.

If wanted, you can instantly play using the keyboard - just select one of the 8 voices. If you find the voices rather nauseating then it's simple to define your own.

Press F6 and you can modify and experiment with sounds. There are 15 settings on attack, sustain, delay and release. Once selected you can choose which waveform you'd like to play from the four options, then choose whether you'd like to have any filters on or off. When you are making your choice you'll be presented with the filter options and a short note on each so it's crystal clear what the outcome will be if you switch on a filter.

There are six octaves in which you can play, selected with F4. The lower the octave number the deeper the note.

There is also a sequencing option, or in layman's language a composer. Tap in the tune you'd like to hear and then play it back. If it sounds out of rhythm an easy remedy is at hand. Pressing F3 will give you a timing mode: tap a key to control the rhythm so you can make the notes as long or as short as you like.

There are three preset rhythms to play along to and also three bass lines to add a bit of depth to your tune.

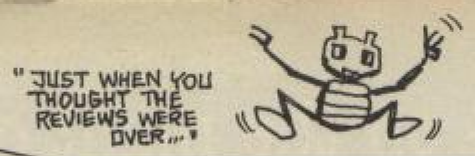
With the package comes an excellent instruction manual with simple and concise explanations of all the functions. Also included is a music book and stickers so you can label the keys for quick and easy identification.

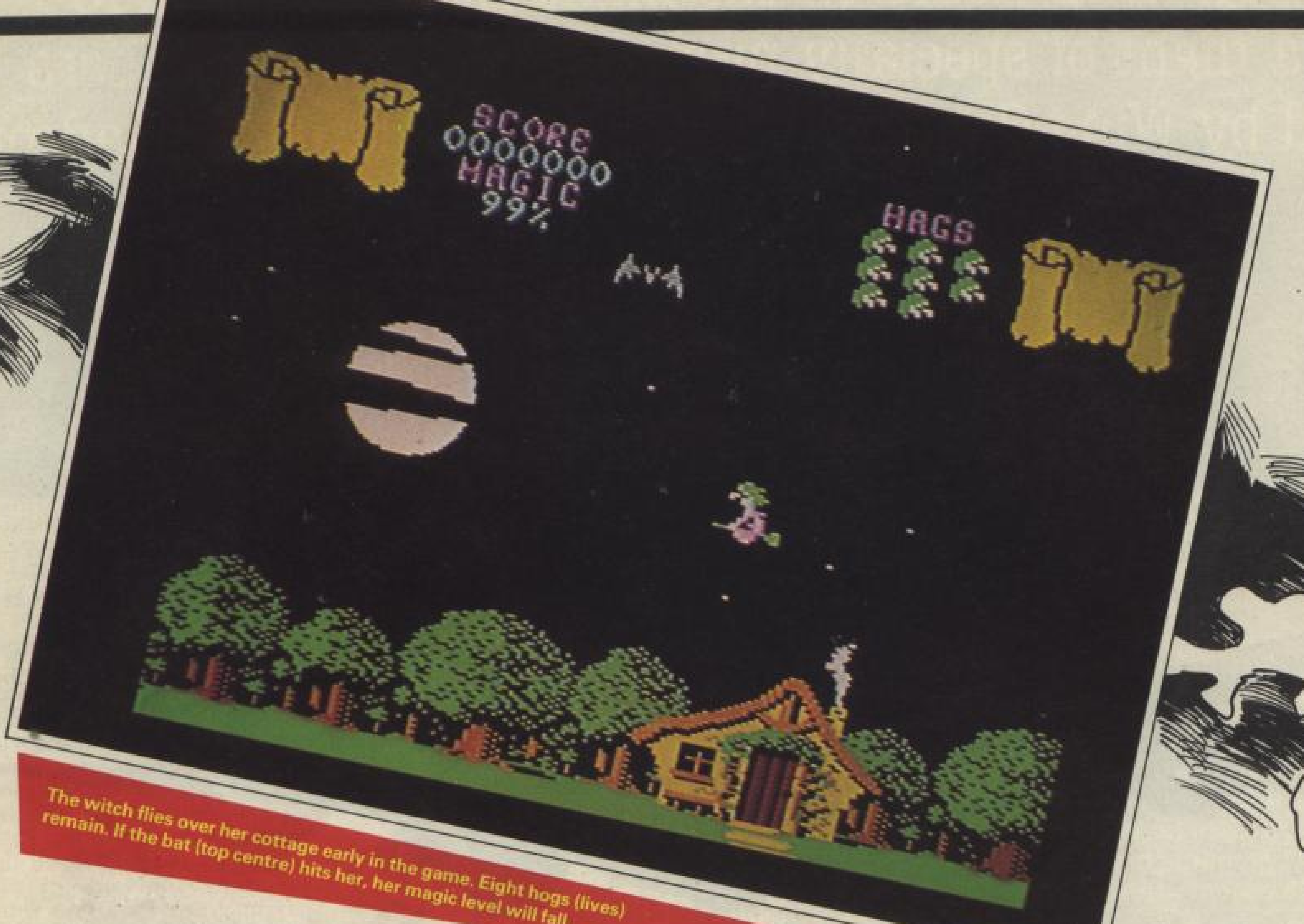
If the tunes aren't your cup of tea (they include the horrendous 'Birde Song') then at an extra £3.50 you can order other music books which include ones with Duran Duran, Michael Jackson and the Beatles.

The whole package retails at £29.95 and is perhaps just a touch too expensive for the casual musician. But if you can afford it this is a great piece of software for an inexperienced and keen beginner.

–RIGNALL RATINGS–
Presentation 88%
Ease of use 86%
Sound potential 65%
Value for money 72%

DO WOP DE DO – YEAH, YEAH ETC...MMM...ZZZZ..!"





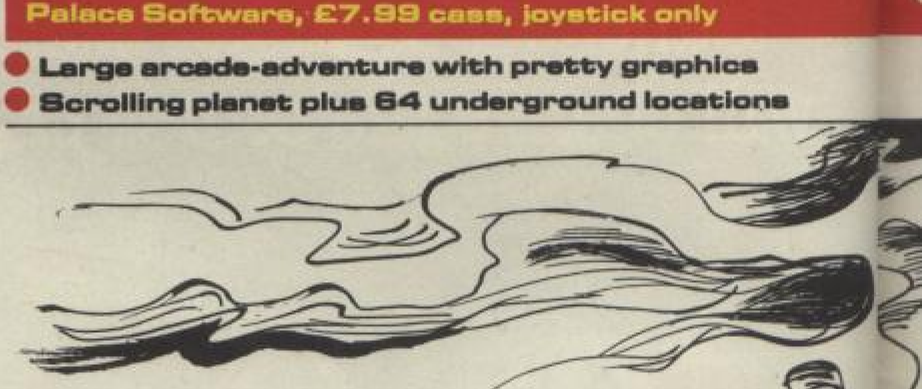
The witch flies over her cottage early in the game. Eight hogs (lives) remain. If the bat (top centre) hits her, her magic level will fall.



CAULDRON

Palace Software, £7.99 cass, joystick only

- **Large arcade-adventure with pretty graphics**
- **Scrolling planet plus 64 underground locations**



Decent arcade adventures on the 64 are few and far between at the moment — *Cauldron* attempts to expand this category. It is essentially an arcade game (combining platform and shoot-em-up elements) with adventure overtones. Six strange ingredients must be retrieved from the very bowels of the planet to form a spell. This spell must be used to dispose of the evil Pumpking.

You start in the witch's house surrounded by six parchments, one for each ingredient to be found. This is where the final spell is to be made, so everything must be brought back here - 'juice of toad, eye of newt, wing of bat and Hemlock root, mouldy piece of splintered bone. . . .' - doesn't sound too appetizing.

Out of the attractive cottage hobbles the witch, and then into a forest, depicted in detailed 2D. In order to collect the ingredients she must find four coloured keys scattered around the planet to open the doors to the underworld (see panel).

Collecting these keys is difficult. Your hag can walk a fair distance around the world, but mountain ranges, sea and a graveyard are impassable unless flown over. To take off on her broomstick, she must find a clearing. A quick push up on the joystick, and she takes off slowly.

Flight control is very reminiscent of that arcade classic, *Defender*, with a large amount of inertia to take into account when you change directions - this takes some getting used to.

On your travels you pass trees, bats, ghosts and very aggressive plants spitting death. Shark fins and seagulls roam the seas and volcanoes spout fireballs. Some of the nasties you can destroy by firing magic, but this only works when you're flying.

At last a great arcade-adventure so we 64 owners can boast our own against the Speccy crowd. Large and enjoyable playing area with some original touches to keep zappers happy as well as adventurers. Plenty of original creatures which are graphically excellent. I initially had problems with the witch's control, but perseverance has its reward. Don't play it after midnight!



The four keys are placed randomly around the world, making the game slightly different every time you play. Once you've collected one, or all, of the keys, it's down into the darker depths of the globe to get the components for your spell.

The five doors lead to four separate caverns of platform action (one cavern has two doors). In each of the caverns you must negotiate various platforms and avoid the nasties floating around. These include some superbly defined skulls, pumpkins, rib cages, bats and fireballs all following predictable, but awkward, patterns.

Some of the ingredients can only be taken when carrying certain containers, and because you can only carry two ingredients at a time, you need to make several return journeys to the cottage. Once all the ingredients are collected and mixed, it's off to the Pumpking's lair (one of the caverns) to put the spell to good use.

You have eight hags, or lives,

Structure of the planet

At last, arcade adventures are making an important and long overdue appearance on a worthy machine (who needs a Spectrum now?).

Cauldron has an interesting structure with the action dividing into two types: flying above the smooth-scrolling surface of a large planet, and leaping around the platforms (rock ledges) under the surface. The two are connected by five doors on the planet surface.

The planet surface consists of forests, plants, volcanoes and areas of sea. If you keep flying you eventually return to your starting place - the planet is round! - and Palace say the total length of the planet surface is some 120 screen widths.

Below ground there are 64 screens divided into four separate platform-filled caverns in which pits of red hot lava bubbles convincingly, and stalactites hang menacingly. There's certainly plenty to explore.



to attempt to achieve this feat, and initially these are easily lost. You start with 99 units of energy for each witch and a life is lost when energy reaches zero. This is continually depleting, and is made worse when contact with a nasty occurs.

Taking off, landing and picking up keys, accounts for a high percentage of deaths. Energy can be replenished though, by sources of power which you must hover or stand in.

The graphics in *Cauldron*, although very Spectrumesque, are great. Backgrounds are detailed and very effective, as are the sprites. The moon hangs realistically in the night sky, and makes an impressive scene when the witch flies in front of it. Animation is terrific and colours are superbly used, giving some excellent 3D effects all round.

The sound isn't that impressive - the opening music being fairly simple, albeit atmospheric, but some sound effects are put to good use.

The instructions given are simple but adequate and are printed in rhyme on a 'parchment' in the inlay.

GP

ZZAP! TEST

This marvellous cross between Defender and a platform game should be a winner for Palace. It combines excellent playability, both above and below ground, with plenty of difficulty. The scrolling landscape is wonderful, as are the monsters, but watch out for those keys in the trees - particularly the green one, it's almost invisible. Below ground the action doesn't let up and either section would qualify as a decent game in its own right. Together they're great.



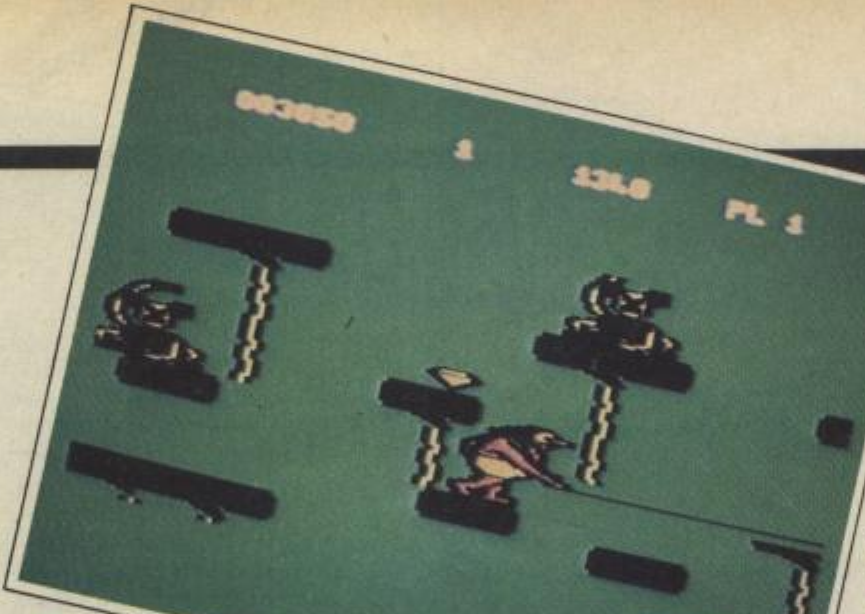


Inside one of the 64 underground rooms and under attack from a skull and a bat.

Cauldron *certainly has a large playing area and will take some time to complete. Obtaining the ingredients and utilising them correctly is fairly difficult. Mapping isn't really worth doing above ground, but below it comes in useful as you need to know what's coming when you enter another screen. Definitely an enjoyable challenge to novice and proficient arcade adventurer alike.*



PRESENTATION 65% *Nothing notable except some intriguing poems*	**ORIGINALITY** 74% *Not many arcade-adventures like this on the 64*
GRAPHICS 82% *Small but colourful, detailed and well animated*	**HOOKABILITY** 83% *The urge to explore is very strong*
SOUND 73%	**LASTABILITY** 87% *Stacks of locations, tough long-term challenge*
VALUE FOR MONEY 87% *An excellent combination of zapping, leaping and exploring*	



Trogg yo-yos an off-screen enemy on level 2.

This was originally a British game for a British com puter (the BBC), but has now been assigned to a company dealing in American games, for distribution in the UK on an American machine! If you can puzzle that one out, you shouldn't have too many problems with the game itself. Quite simply, a platform game, but with a humourous cartoon feel to it.

Armed only with his trusty yo-yo, Trogg the caveman must be guided around 96 levels of awkward, scrolling platform action. Every time he dies a speech bubble containing the expletive FRAK! is displayed.

Each level in *Frak!* is fairly large - larger than one screen in fact, so it's for this reason the picture has to scroll. The screens are composed of groups of platforms and 'ladders' that only differ on arrangement, and graphics, on advancing a level. For example, the first screen has actual ladders, these then change to ropes on the second screen and chains on the third.

In order to complete a level, Trogg must collect all the keys lying around, within a given time limit. Once the limit expires it becomes dark, and the yo-yo becomes ineffective. To put some more light on the subject, and to gain extra time and points, there is a lightbulb that can be picked up. Other bonus points can be acquired from the jewels scattered about. These aren't necessary for completing the level though.

On each level there is a different group of nasties to impede your progress. Scrubblies, Hooters, Poglets, Bunyips, Ice Warriors and Trogg Clones must face the wrath of the yo-yo. There are also balloons that rise from below, and daggers raining from the heavens to be avoided or disposed of.

The yo-yo is activated by pointing Trogg in the right direction and pressing the fire button. The longer the button is held down, the further the yo-yo goes, until it reaches a maximum of a screen width before returning.

You are given three lives to get as far as possible, and if you attain a good enough score, you enter your name in a high score table. The highest score achieved is given an unusual high score verification code, in the form of a short scrolling message at the bottom left of the screen. 'Hairy gonks hit crazy beetles slowly' - No, I'm not drunk, that's an example of a high score code.

Trogg is a graphic delight. Standing a quarter of the height of the screen, he certainly looks impressive. His animation is nothing special, but his definition is - a large, unexpanded group of multicolour sprites that are very well implemented.

Nasties, such as the Hooter, are also superbly defined, and although inanimate, they have a distinct character about them.

Sound effects few and far between. A couple of scratchy noises as Trogg walks, a ting when he gets an object, and what sounds like him breaking wind when he extends his yo-yo. An annoying music track is provided for the masochists among you, but at least it can be turned off - phew!

Options exist for up to nine players to compete against each other at once, and a demo mode comes as selectable rather than imposed upon.

GP

FRAK!

Statesoft, £8.95 cass, £10.95 disk, joystick only

● Cute, scrolling-window platform game

The best part is the large character Trogg who sloths and hops around the screen in marvellous fashion. The animation and brightly coloured graphics look great as do all the characters. Occasionally it is a little difficult to pick up keys and objects but the program usually allows for some inaccuracy in jumping. Also it isn't always obvious where to go because so little of the platform network is shown on screen.



There have been a lot of platform games around since the originator, Miner 2049'er *first hit the streets. Most have been very good, and this is no exception. Its main difference is that only a few platforms are shown at any one time. This makes it difficult, but still very enjoyable.*

This stoneage platform variant provides plenty of challenge as you trogg about some very difficult and varied screens. The music is tedious after a while and it's best to play without it. I liked the graphics, but control was rather fiddly, one wrong move and . . . FRAK!





ON THE LEVELS

There are only six truly different levels in *Frak!* - that is levels with different platform layouts (only three on the BBC version). However you go through these in 16 different ways, giving the total of 96 levels as claimed on the the cassette cover. Indeed, Statesoft tell us that in fact there are 256 different levels but '96 was enough to put on the package'.

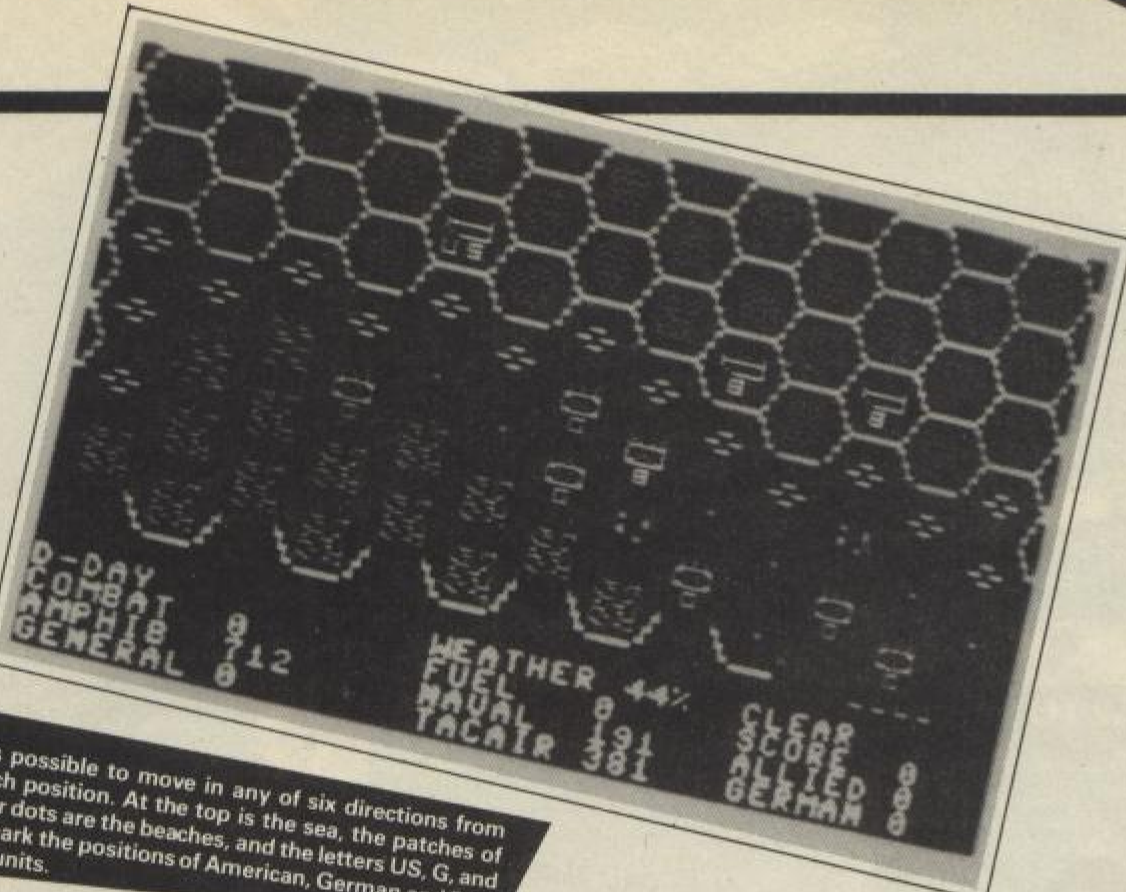
The later levels introduce shorter time limits, and monsters which are NOT permanently dislodged by the yo-yo. Other strange things happen. For example, the third time round the six levels, all the platforms play upside down - unless you're prepared to stand a mirror next to the TV screen and play from that, it takes considerable readjustment.

There are also two competitions linked to the game: a high score competition (61,000 is the highest at time of writing) and a race to find the secret word linked to each screen. There have been no entries at all yet on that one, possibly because no one has noticed that the words are to do with the shape of the platforms. . . .

At Zzap's request, Statesoft have agreed to extend the competition closing dates to June 1st.

PRESENTATION	**ORIGINALITY**
64% *Instructions unhelpful, but plenty of playing options.*	62% *A platform game but big characters, yo-yos and off-screen action.*
GRAPHICS	**HOOKABILITY**
74% *Big, beautiful characters, but little animation*	72% *It's funny, slick, appealing - but frustrating!*
SOUND	**LASTABILITY**
41% *Rotten tune and the sound effects are sparse.*	70% *It'll take ages to get through all 6 screens, even once.*
VALUE FOR MONEY	
71% *An excellent British release from Statesoft.*	

ZZAP! TEST



It's possible to move in any of six directions from each position. At the top is the sea, the patches of four dots are the beaches, and the letters US, G, and B mark the positions of American, German and British units.

I became thoroughly engrossed in retaking France and it is easy to play this game for hours on end. There is always plenty of opposition, and the variables built in to the program mean that no two games will be the same. One criticism is that all the figures can be confusing at first so a careful read of the instructions is essential. The card showing the map and unit roster is helpful and well explained.



BATTLE FOR NORMANDY

US Gold, £14.95 cass & disk, keyboard only.

• Large, absorbing war game packed with detail

Never mind all those history lessons you can now re-enact D-Day for yourself — you can even be driven off the beaches and lose the second world war.

You command 33 combat formations which you have to deploy on the beaches of Normandy and use them to establish the beachhead from which you can strike inland. You have 18 American unit which can be landed at Utah and Omaha beaches and 15 British units to be landed at Gold, Juno and Sword beaches.

The Normandy area is represented by a map made up of hexagons on which are marked the terrain, forces, bombardment line and reinforcement entry hexagons - the units are indicated by small, rather unclear symbols.

There is only one landing point at each beach and this means congestion easily builds up if you don't move your forces quickly. Next you have to drop your three airborne divisions and allocate importance to fuel, general, combat and amphibious supplies which your forces require once they have landed. You will also have to allocate 'air interdiction' which will hamper the movement of enemy forces.

Most of your time is spent moving your forces and either attacking or defending the Germans. This is the most important stage and victory or defeat will be determined by your combat points, fatigue, leadership, air and naval support and attack or defence strategy.

This main phase of the game is repeated with both sides battling for supremacy during the 24 day period of the campaign. The Germans can be computer controlled or you can have two players fighting it out.

You are given the option to change the game ratings, but if you leave them as they are you will have to play the expert game.

BW

Charting the battle

The instruction booklet contains copious charts to help you plan your actions. It also provides you with information on the weather, and how it affects your transport, and expenditure of supplies, which are limited and must be planned ahead in order not to run out.

The all important effects of combat points, air and naval strength, interdiction and strategy are also detailed and constant reference to these is necessary. Lastly there is advice on the game ratings and the effects of the terrain, truly a comprehensive list.

Dear Mum, glad your not here. I'm on the beach near Cherbourg and under enemy fire. I'm no strategist and I know that soon I and all my units will die. The controller of the German forces knows exactly what he's doing: at one point I thought I might have won the battle but my forces were soon overwhelmed by the superior opposition. Why they put me, a novice, in charge of the invasion force I'll never understand, all I know is that I never stood a chance. . . .

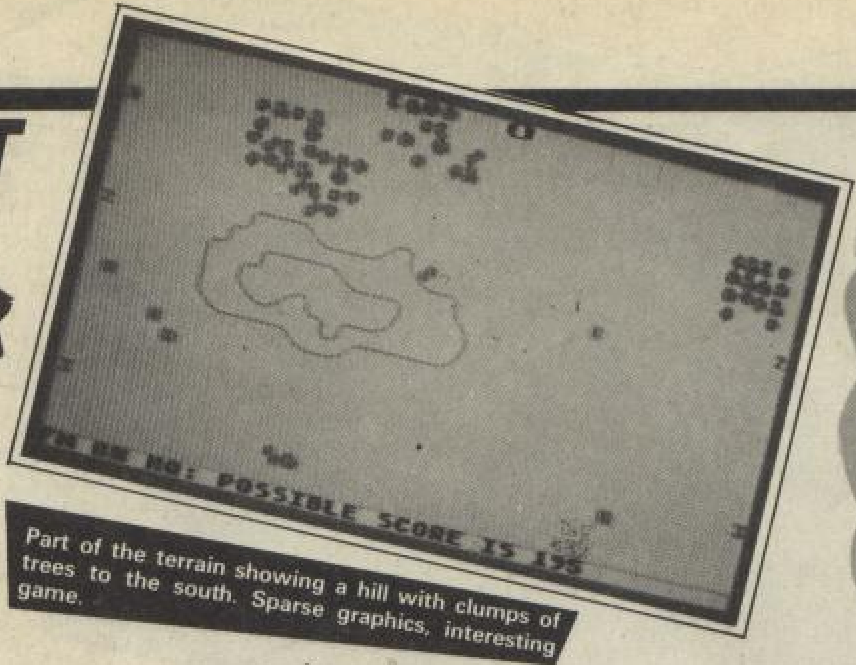




To start with this wasn't as compelling as Combat Leader *(reviewed elsewhere in this issue) but my feelings changed once I got into it. Invading Europe to liberate France soon proved to be absorbing. The presentation, as with most US Gold titles, is excellent. Being able to change the difficulty levels means you can go on for hours, or even days.*



Rating	Score	Comment
PRESENTATION	86%	Long instructions, charts and helpful separate card.
ORIGINALITY	50%	Oldest of scenarios but different implementation.
GRAPHICS	42%	Confusing forces symbols but a clear map and colour scheme.
HOOKABILITY	44%	The complexities are daunting unless you persevere.
SOUND	36%	Noises of engagement and alarms.
LASTABILITY	83%	A single game can offer hours (or days) of absorbing play.
VALUE FOR MONEY	74%	Expensive but worth it for war gamers.



Part of the terrain showing a hill with clumps of trees to the south. Sparse graphics, interesting game.



I haven't played many war games or simulations so my approach was one of a complete novice. At first I didn't know what was going on - detailed study of the instructions is essential. 'Well here goes nothing,' I thought and sent my tanks off into battle. After a few incoherent messages my elite unit was no more. Hmmm! Back to the instructions once more. My second attempt was little better, but there is certainly plenty of game variation and loads of challenge if you're prepared to spend time getting to grips with the game.

HOW TO FIX A BATTLE!

The 'build your own game' option allows you to set up a battlefield and two sets of forces yourself. Firstly you can determine the type of terrain that will exist, giving heavy cover or none at all.

You then decide the number and power of the two sides by choosing their speed, armour and fire ratings. This means you can get your own back on the computer by setting up a scenario in which it doesn't stand a chance!

You can also select the overall pace of the game and your level of leadership from squad to company commander - if you wish you could command just a single squadron, leaving the rest of the battle to the computer.

Another interesting option to go for is 'panic under fire' which will cause a unit under heavy fire to disobey your orders and turn and run. This cowardly choice can save a lot of lives if you don't have time to order individual retreats - but it can also be mighty inconvenient in the thick of a battle.

I enjoyed this war game. Although it won't appeal to hyperactive blasters it is an excellent alternative for those who like more strategy in their games. The action demands full concentration and you always have a tough fight from the computer whatever the odds against it. The single-colour display is disappointing but is made up for by the strategy and thoroughness of the program.



COMBAT LEADER

US Gold, £14.95 cass and disk, keyboard only

● Large, absorbing war game packed with detail

This war game presents you with a large rule book with small type which at first sight may discourage you. But once you get as far as playing the novice game though you'll soon find that things aren't as complicated as they seem.

This war game presents you with a large rule book with small type which at first sight may discourage you. But once you get as far as playing the novice game though you'll soon find that things aren't as complicated as they seem.



The game is played on a green battlefield covering three screens. On this landscape are various features like trees, hills, depressions and rocks, and once you start playing, your forces.

The size and type of your forces depends on which of the seven possible game plans you have chosen; these are novice, intermediate, build your own game, attack enemy, seize and hold position, mobile defence and reconnaissance. Each of these scenarios gives you a different task and strategies with which to complete it.

The novice game gives you a platoon of five tanks and you must engage and destroy a platoon of enemy tanks. To move the platoon around you use the joystick and keys: the joystick to position a cursor and the G key to tell your tanks to go to it.

Other commands allow you to target your guns, fire them, hurry movement, provide smokescreen, use infantry and patrols and also get reports on the enemy forces. These commands can be issued to a number of units - besides the tanks you may have carriers, scouts, patrols and various squads.

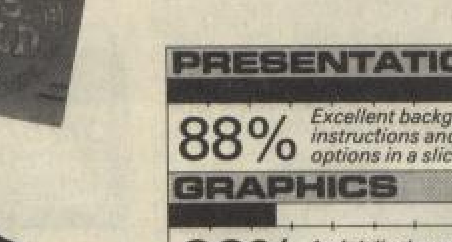
Each unit can be controlled individually while the others are computer controlled or you can try and control the whole lot at once. Your opponent is always the computer and believe me it is a very skillful and tenacious fighter.

BW

The presentation on this game is highly commendable. The extensive range of options and extremely comprehensive instructions, made it easier to get into than I had imagined. I'm not a great fan of war games, but I soon found myself enjoying this one. Setting up your own battlefields was time-consuming but worth doing. Definitely good for wargamers, and maybe there's even something here for sceptics such as me.



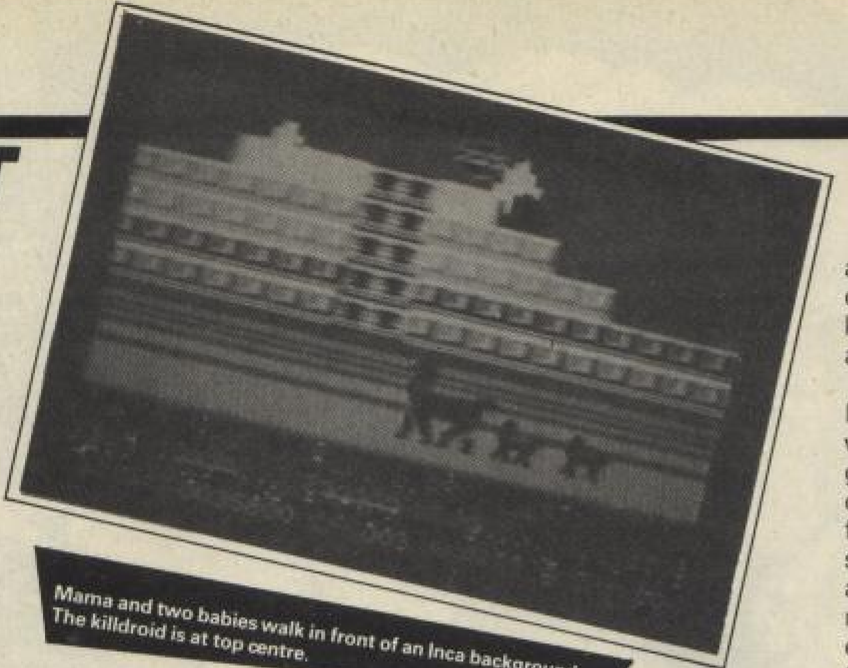
Rating	Score	Comment
PRESENTATION	88%	Excellent background instructions and game options in a slick package.
ORIGINALITY	68%	Real-time action unusual in war games.
GRAPHICS	26%	Awful display makes action unclear.
HOOKABILITY	43%	Less complicated than most but still tough.
SOUND	29%	Explosions, rumblings and faint machine gun chatter
LASTABILITY	76%	Plenty of options and a tough computer enemy.
VALUE FOR MONEY	63%	Expensive even for this slick package.



ZZAP! TEST

Minter fanatics will have a right to be disappointed with this strange, hard-to-play release. Gaudy graphics and lack of control make it in my view his worst program of the last couple years. I tried hard to get into it. I failed.





Mama and two babies walk in front of an Inca background. The killdroid is at top centre.

MAMA LLAMA

Llamasoft, £7.50 cass, joystick only

●Yak the Hairy's freakiest yet

The long awaited follow-up to *Ancipital* is here at last to take you through another 100 waves of ultra-freaky shoot-em-up.

One of the game's original features is that instead of having one hairy animal in your care, you have three: a mama llama with two babies who imitate her every move. Any of the three can be killed separately, but the game continues until Mama herself perishes.

Each of the 100 screens offers a different attack wave, as varied and freaky as ever. In many ways they're remniscent of the Minter classic *Revenge*, although in this game the action can scroll left or right, according to which way you move the llamas.

There's is also a fairly strong puzzle element. In many attack waves it's not just a matter of destroying aliens, you have to work out how to do it. This is extremely difficult to do. Unlike *Ancipital* there are no 'help' screens offered.

Being hit by an enemy will sap energy, depending on the enemy and on how many shields you have. Losing all energy ends the game, but it can be recovered by making the llamas sit down for a spell.

The backgrounds are more colourful than in previous Minter games, maybe TOO colourful: sharp flashes and lack of crispness make the game look coarse and gaudy. Gameplay is damaged by the confusing colour changes and after playing for a few hours my eyes started aching.

Another aspect I found frustrating was the new approach to killing the creatures: rather than shooting you have a large cursor (so-called 'killdroid') which zooms about the screen at high speed. To gain control over it you press the fire button and then try to position it over an attacking object. This is very hard at first, and even after a lot of practice it still seemed to have a mind of its own. However, you can adjust the 'inertia' setting of killdroid during play which helps a bit.

In addition to this there are no less than SIX 'parameters' which can be set at the start to give you a custom-made game of your own. These cover such features as warptime, number of shields, rate at which enemies are being generated and the number of times you can mistakenly select a 'nogo' symbol on the grid (see panel).

A nice tune plays throughout the game - apart from that only a few zaps and crunches make any impact on the eardrums.

Animation, as always, is up to Minter's high standards, but the graphics overall aren't as good as his other shoot-em-ups. They are marred by the high speed of play and confusion in the background - and with the killdroid whizzing about the screen the whole screen becomes almost a graphical mess.

JR

The strategy part of the game

As well as being a typical Minter shoot-em-up, *Mama Llama* also contains a strategy section which you play between attack waves.

In this stage, you are presented with a square 10X10 grid, with each square representing one wave. There's a flashing square in the bottom right and by using two pointers it is possible to shuffle the rows and columns to select any desired wave.

Each square bears one five logos, according to which of five scrolling backgrounds are present during that attack wave. The colour of the square indicates how many aliens are present in the wave.

The idea is that the aliens are constantly multiplying, whether you're playing that wave or not. You have at your disposal a limited number of 'anti-genesis' and 'retro-genesis' devices which you must place on individual squares in the grid to Crespectively halt and reverse the population explosion. These devices can be moved later, but you have only a limited time to spend on the grid stage before you must select a wave to begin zapping.

Should the number of aliens get too large a 'nogo' symbol appears on that square - this symbol also appears if you complete a wave. You must beware - if while selecting a wave you move one of these symbols through the selection box you will have a point knocked off your 'nogoes' rating. Do this too many times and your game finishes.



My first sight of the action made me suspect that this was uncomfortably similar to Revenge. *When you get through the hefty (hairy?) instructions it is clear that there are quite a few changes. These changes make things quite interesting but you are still left with the feeling of having seen it all before. It's fast action as usual although just a bit too fast at times, and it generally follows Minter's pattern of strange and hairy games.*

Mama mia, what has Jeff Minter done? Simple. He's taken Revenge, *altered the music, graphics, level select and control method, and come up with an inferior product. Jeff loves to introduce new control methods into his games, but his latest idea - a hard to control hamburger, whoops droid, doesn't impress me at all. The lurid background colours and crude blocky graphics did nothing to enhance my enjoyment of the game. I loved* Ancipital *but I can't recommend this one.*



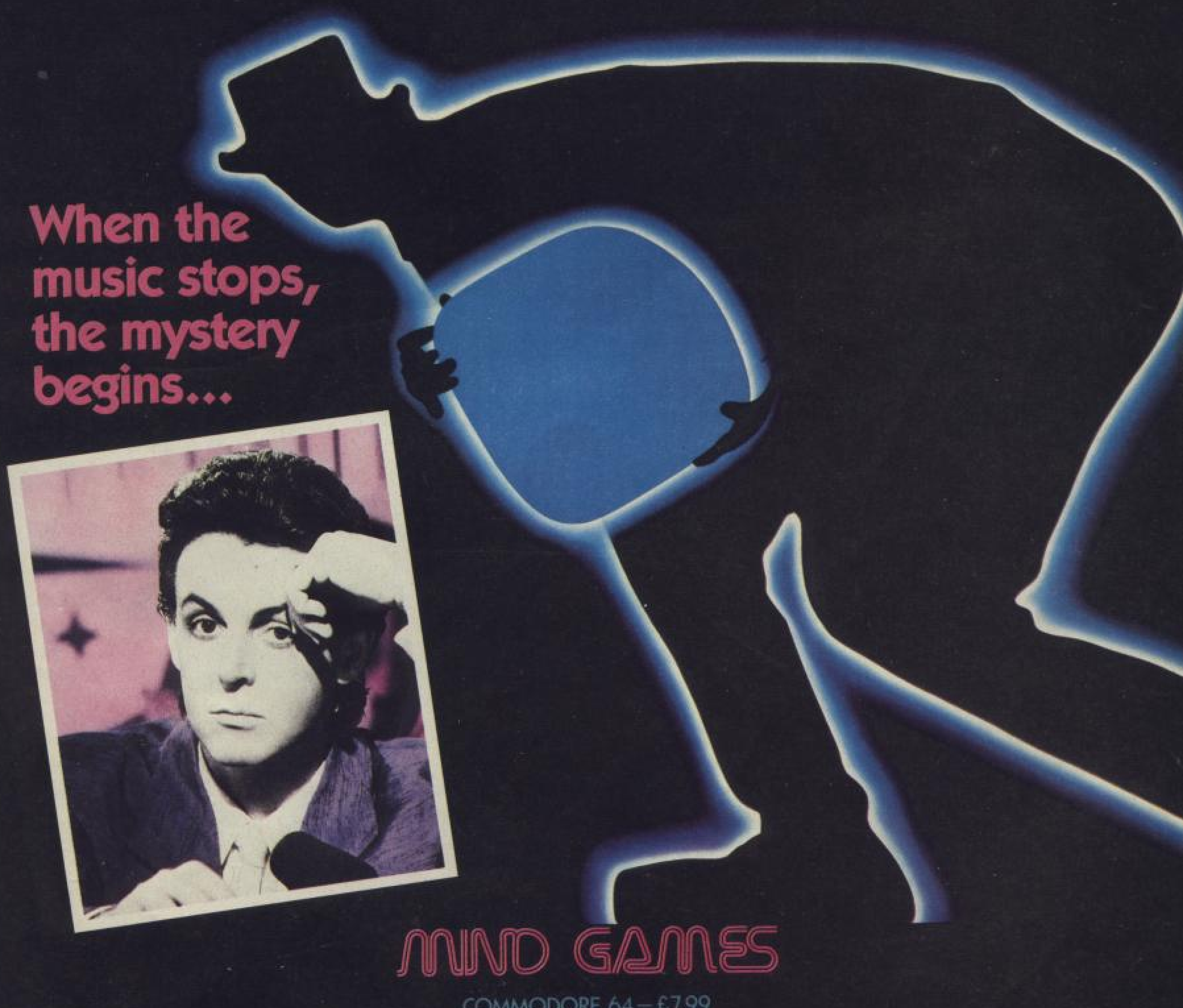
Rating	Score	Comment
PRESENTATION	76%	Expansive, entertaining, but complicated instructions. Numerous options.
ORIGINALITY	62%	Despite plenty of new features, too similar to previous Minter games
GRAPHICS	51%	Sorry, Jeff, despite all the amazing creatures, we think it looks horrible.
HOOKABILITY	49%	Even after several games there didn't seem too much addictiveness.
SOUND	63%	A pleasant tune, plus a few pings and zaps
LASTABILITY	72%	If you like it then there's almost endless challenge.
VALUE FOR MONEY	59%	Plenty there, but we suspect even Minter fans may not take to it.



...7 busy characters, 10 lost chords, 12 hours, 48 Traffic Wardens, 95 London Tube Stations, 126,720 square feet of London, 7 million Londoners... 943 action filled screens.

PAUL McCARTNEY'S *Give my regards to*

BROAD STREET



MIND GAMES

COMMODORE 64 – £7.99

Argus Press Software Group

mpL

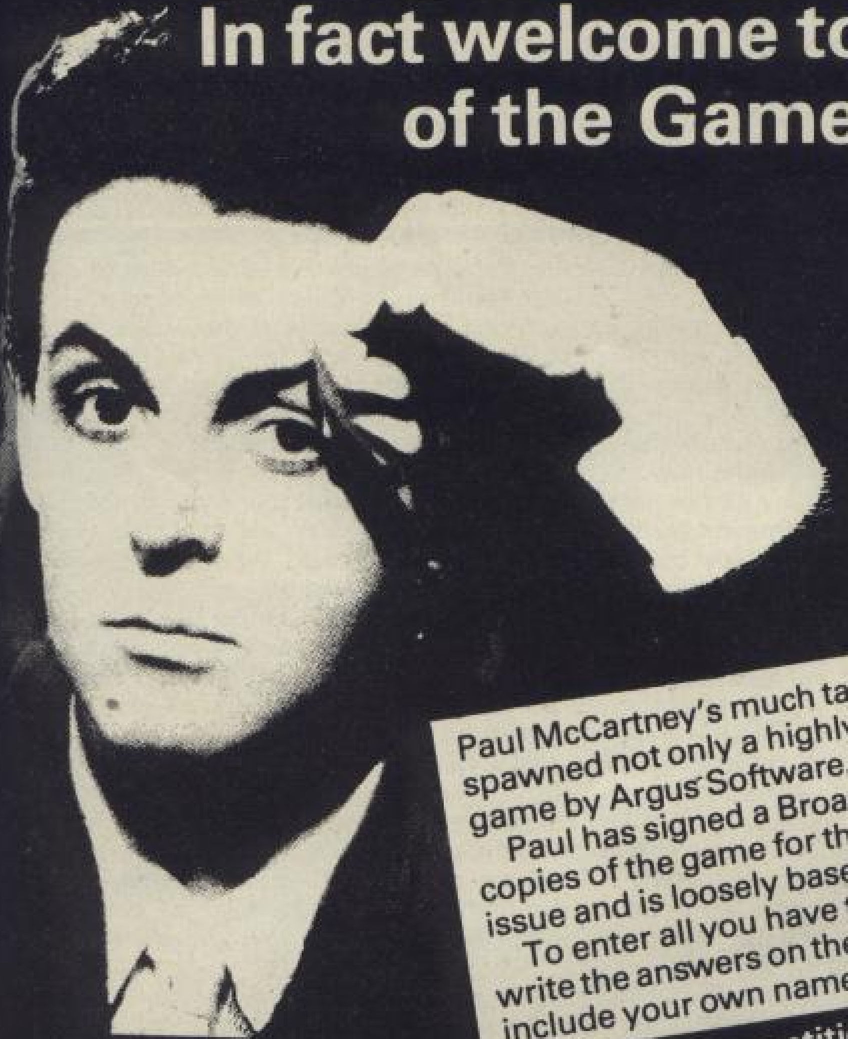
20th Century Fox


SOFTAID
Feed The World
SINCLAIR SPECTRUM
SPELLBOUND – BEYOND
STARBIKE – THE EDGE
KOKOTONI WOLF – ELITE
THE PYRAMID – FANTASY
HORACE GOES SKIING – MELBOURNE HOUSE/PSION
GILLIGANS GOLD – OCEAN
ANT ATTACK – QUICKSILVA
3D TANK DUEL – REALTIME
JACK & THE BEANSTALK – THOR
SORCERY – VIRGIN
10 Top titles on one cassette! only
£4.99
Features the Hit Single 'Do they know it's Christmas?' BAND-AID
COMMODORE 64
GUMSHOE – A & F
PITFALL – ACTIVISION
STARTRADER – BUG BYTE
KOKOTONI WOLF – ELITE
CHINA MINER – INTERCEPTOR
GILLIGANS GOLD – OCEAN
FRED – QUICKSILVA
GYROPOD – TASKSET
FALCON PATROL – VIRGIN
FLAK – U.S. GOLD
Available from multiple retailers and specialist computer stores
All proceeds to The Bob Geldof Band-Aid Ethiopian Appeal Fund.

WELCOME TO BROAD STREET

In fact welcome to the Competition of the Game of the Film!





Signed album and 50 copies of Broadstreet the game must be won!

Paul McCartney's much talked about film, 'Give my Regards to Broadstreet' has spawned not only a highly succesful album of the soundtrack but also a computer game by Argus Software. We're giving away both in this great competition.

Paul has signed a Broadstreet album specially for us and we're also offering 50 copies of the game for the winner and 49 runners up. The game is reviewed in this issue and is loosely based on the film featuring all the stars from it.

To enter all you have to do is answer the three questions about Paul below and write the answers on the back of a postcard or stuck down envelope. Don't forget to include your own name, address and phone number and send your entries to:

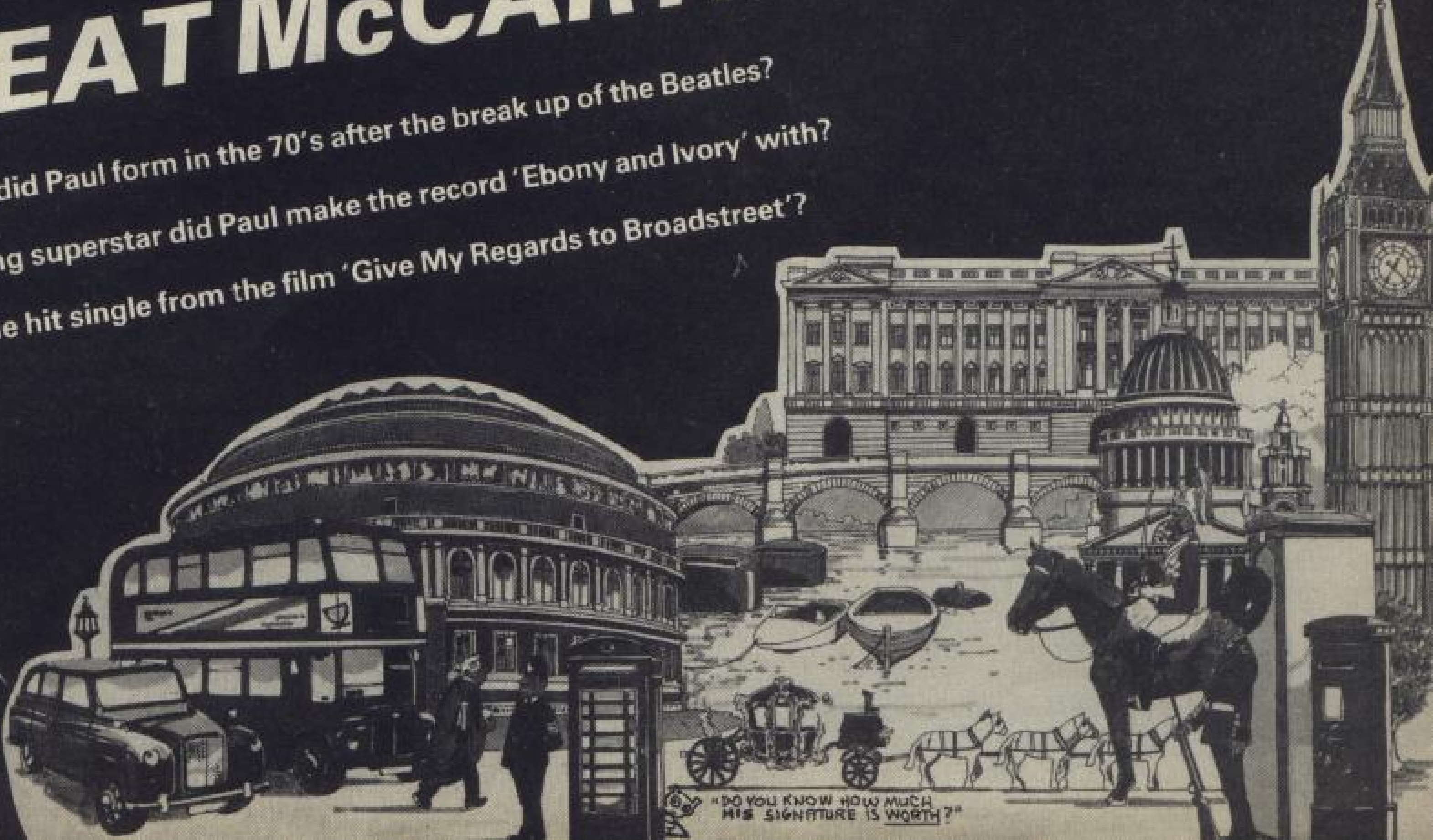
McCartney Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.

All entries should reach us before the 15th of May when the winner and 49 runners up will be picked. Only one entry per household is allowed but remember: no more lonely nights if you win!

ZZAP! COMP

GREAT McCARTNEY COMP

1. Which band did Paul form in the 70's after the break up of the Beatles?
2. Which singing superstar did Paul make the record 'Ebony and Ivory' with?
3. What was the hit single from the film 'Give My Regards to Broadstreet'?



MINTER

Hairy, freaky, hilarious, unorthodox, irreverent, controversial. That's JEFF MINTER, creator of the world's most bizarre computer games, and now regular Zzap columnist. Miss him at your peril.

'You do get the odd irritating verminous brat who SELLS copied games to his classmates'

GREETINGS, fellow bit-blasters and mega-zappers! In these articles I shall be attempting to give my view of what's happening in the games scene. I am somewhat lucky to be in the unique position of owning a software house and at the same time being a keen games player and programmer. Hopefully I won't seem too biased; I love a really good game no matter who wrote it, and I like to see innovation and clever design.

Firstly I'll tackle some of the problems currently upsetting the software scene. Lots of companies are finding the market very unresponsive at the moment, and there have been some spectacular crashes. Many people are ranting on about the great demon Piracy, claiming that it will be the ruin of us all. In my opinion, piracy is the least of their problems....

Granted, commercial pirates are a nuisance and should be stopped, by finding and busting them as soon as possible. However, all the current effort is being put into anti—copying devices and weird signals on tapes to prevent audio copy. This is fairly futile, since all that happens is that the 'crackers', people whose hobby is breaking protection systems, bust into your code and make an unprotected copy, which then circulates as usual.

True commercial pirates can dupe anything they get hold of, funny signals notwithstanding. Kids copying games amongst themselves will never harm the industry; we all copy music albums, but rock stars still get rich. You do get the odd irritating verminous brat who SELLS copied games to his classmates; such people should be stomped by their teachers or headmaster.

Keen gamers aren't usually content with pirate copies anyway. I have many Floyd and Genesis tapes, all originals. If a new album is released by Genesis, I'll buy it straight away rather than wait to get a copy off a mate. In gaming, as in music, I have found that if you're really into someone's games or a particular group, you'd rather collect original tapes than copies. Stuff you have on pirate copies is usually stuff you wouldn't have bought anyway. Sometimes it even works the other way; you'll get a copy of a game, find it to be good, and buy the later releases of the same author.

Far better than wasting time on fancy protection (which is extremely annoying for those owning disk drives and wishing to transfer stuff to disk) is to make games that are enjoyable, complex and with well-written and extensive instructions, preferably in a little booklet. People will want to have the original instructions and package if they are attractively done.

It helps if software houses try to develop an individual style, too. Part of the reason for my own success is that my games are distinctive. You can tell a Llamasoft game by just one glance at the screen. Most of the games around today can only be recognised by looking for the company logo on the title screen. People can't be expected to be loyal to a software house if releases from the company are devoid of an individual style and just like releases from all the other houses. When I write a game, I'm writing for those people who like my game style; I'm not too bothered if some people don't go for it. I'm happy to satisfy the Llama fans, who tend to be keen and enthusiastic gamers.

Piracy is not the main hassle in the industry at all. Perhaps the biggest problem in the industry today is that of DISTRIBUTORS WHICH DON'T DISTRIBUTE. They virtually killed my own *Ancipital* game. I made all the right moves; created an original and challenging game, got it reviewed (PCG Game of the Month in the same month as release), nicely packaged and duplicated. Then the major distributors didn't take it. I still get letters and 'phone calls from people just trying to buy a copy of *Ancipital*. The demand is there, the game is there, but there is a faulty link. The chain stores and the distributors which supply them.

'Chain stores are the wrong medium for the sale of computer software'

The more you look at it, the crazier the situation seems. Automata's *Deus ex Machina* was a bold experimental step, and was voted CTA Game of the Year. The distributors barely touched it, and the game sold less than it deserved to. Christian Penfold was justifiably bitter about it when he went to collect his award. Our own *Psychedelia* is apparently just too original for some distributors; if their sinister 'selection boards' can't categorise it neatly into arcade, adventure etc., then you're stuck mate. People may want the game but if they can't buy it, what can they do?

For a start, as currently managed, chain stores are the wrong medium for the sale of computer software. They sell it like they'd sell bog roll: plunk it on the shelves and hope it moves. You have to run it more like a good record department. I can go into Smiths and ask for 'A Nice Pair' by Pink Floyd. If they haven't got it they'll order it for me. It should be like that for software, too: if you could order *'Cippy* or *Deus* or *Psy* it wouldn't really matter if they weren't in stock the day you went in.

Unfortunately, distributors supplying the stores can 'play God'. If the guy looking at a game you've sent in to show the distributors has a headache one morning, or can't get behind your game, then the distributors won't buy. NOBODY should have this power of absolute veto. What do these selection people know about gaming anyway? Who are THEY to say whether or not people can play my games? Just because I don't place 8 zillion full—page adverts of purest hype, does that mean my game won't be allowed a chance?

That's the way it is at the moment. The distributors are hype and profit oriented, and not really interested in allowing original stuff the exposure it deserves. They'd rather take re—runs of the old formulas (ladders-and-platforms, etc) backed by colossal hype, than promote truly innovative stuff like *Deus* and *Psy*.

If allowed to continue in this manner the industry will stagnate, new ideas stifled under a tide of multi-screen ladders-and-platforms games, endless hordes of arcade-adventures with 16 zillion rooms each, and huge quantities of pretty, pretty boring American imports.

Don't let it happen! We can do our own small bit to try to avert this crippling blight on the industry.

DON'T USE CHAIN STORES. Find a specialist computer shop. They're usually knowledgeable, willing to order stuff specially if it's out of stock, and often willing to let you try before you buy.

HASSLE THE DISTRIBUTORS DIRECTLY. If they're preventing you getting something you're interested in, write and tell them just what you think.

Software houses too: they can do something, i.e.

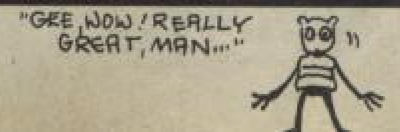
DEVELOP AN INDIVIDUAL HOUSE STYLE: something for people to follow keenly.

OFFER MAIL ORDER IF NECESSARY. It's a pain but until we get the distributors sorted, it's the only way to ensure availability.

PUT STUFF IN FOR REVIEW.The distributors look pretty silly when stuff they've not distributed properly gets rave reviews (like *Psy*) or wins awards (like *Deus*).

Anyway, enuff moaning. Things can and will get better. Keep on zapping'em. The game which has most impressed the Yak this month has to be Realtime's *3D Starstrike* on the Speccy, an extremely good version of the *Star Wars* arcade game, and I should know, I've got one! An astonishing bit of Speccy programming, even sceptical Commodore owners ought to like this one.

Until next time, kosmick good vibes to you all from the Hairy One....



MINTER

'The biggest problem in the industry today is that distributors don't distribute'



ZZAP! COMP

WIN THE ENTIRE RAN MINTER GAMES!

Here's a great opportunity for Jeff 'Yak the Hairy' Minter fans - the chance to win the entire Llamasoft range of 64 games!

Each game sprang from the fertile and original programming talents of the hairy animal lover himself and we've got FIVE sets of the full range of twelve games to give away. All you have to do is answer the four multiple choice questions below, all about Jeff's favourite subject, hairy animals.

If you're one of the lucky winners you'll be getting classic shoot-em-ups like *Gridrunner* and *Laserzone*, both *Attack* and *Revenge of the Mutant Camels* and also his latest brainchilds *Psychedelia* and *Mama Llama*.

There are four possible answers to each question, but only one right one. Pick the four correct answers and write the corresponding letters in the right order on the back of a post card or stuck down envelope. Don't forget also to include your name and address. Only one entry is allowed per household and it should be sent to: **Llamasoft Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset, BA20 1HX**

Entries must reach us before the 15th of May and the first five correct entries out of the hat win the range of Llamasoft games. We plan to print the names of the winners in the June issue.

Awesome competition from Llamasoft

1. Which cuddly beast lives in the mountains of Peru?
   (a) Hamster
   (b) Llama
   (c) Wombat
   (d) Clive Sinclair

2. Which lovable ball of fluff eats grass and feels safe in large numbers?
   (a) Koala bear
   (b) Lion
   (c) Spectrum owner
   (d) Sheep

3. Which bad tempered animal gives you the hump and spits in your face?
   (a) Zebra
   (b) Margaret Thatcher
   (c) Arthur Scargill
   (d) Camel

4. Which one of these strange animals became extinct a while back?
   (a) Goat
   (b) Dragon
   (c) Mammoth
   (d) Lynx



Gridrunner
A superb game set on a grid where hordes of invading ships are blasted into nothingness by your base. Segmented droids, pods and zappers attack you in a lightning fast bit of zapping amidst a cacophony of explosions.

NGE OF



Revenge of the Mutant Camels
This highly succesful sequel to Attack puts you in the role of the camel this time and you have to destroy 42 waves of weird aliens. Smooth scrolling is again a feature as in Attack, while the shoot-'em-up action is faster than ever.

Laserzone
You have to control two spaceships in this one and if that sounds hard, wait till you see the opposition that you've got to blow away.

Hell Gate
More mega-zapping mayhem as you blast away your enemies but try and spare the goats.

Hovver Bovver
A departure from the hairy animals into the world of suburbia. Mow your 16 lawns as your angry neighbour tries to get his mower back and your faithful dog chases him off.

Metagalactic Llamas Battle at the Edge of Time
With a title like that it's obvious what this game is all about and needless to say you play the llamas.

The games you'll win

Ancipital
In one of his more recent animal games a half man/half goat has to traverse a 10x10 maze opening walls by various means. The 100 screens all feature different aliens and sometimes the method of opening walls is less than obvious. A great zapping adventure.

Attack of the Mutant Camels
The mutant camels in question have been equipped with neutronium shields and lasers. In your defender style craft you must destroy these giant walking death machines before they reach the human stronghold and annihilate it.

Matrix
The follow up to Gridrunner and featuring even more hyperblasting aliens zipping after your ship as it tries to clear twenty grids of the evil hordes.

Sheep in Space
Your Supersheep cruises between two planet surfaces zapping alien power drainers. It slams them into meteor dust with its Bonios of Doom, pausing only to nibble at the grass along the way. Another great super scrolling shoot-em-up.

Mama Llama
This is Jeff's latest release and features a family of llamas who you have to protect from all manner of nasty aliens by using a friendly droid. It isn't just a shoot-'em-up though and has lots of elements of strategy and tactics within the game.

Psychedelia
This is a light synthesiser described as a 'software toy' which allows you to create light patterns without the confines of lives, scores or levels. Through your joystick and keyboard you can accompany your favourite music with a stunning, if not hypnotic, light show.

MASTER OF THE LAMPS

Activision, £10.99 cass, £19.99 disk, joystick only

● **2 stage action with amazing musical backing**

I enjoyed this combination of arcade and fast moving strategy, with its many variations and levels of difficulty. The fact that there are only two screens is a shame but they are still a big challenge. The graphics and sound are marvellous with a great feeling of movement in the first stage and lots of different tunes to add to the reverberation of the gongs.



Dig that funky beat!

Activision have set new standards in soundtrack music. Master of The Lamps has seven superb tunes and each tune has several variations as you fly on your magic carpet.

The tunes, specially written by Activision, incorporate a large variety of different instruments and rhythms, giving the flying sequences great atmosphere.

The sound of the gongs as you hit them is also excellent, the reverberations dying away to a humming echo.

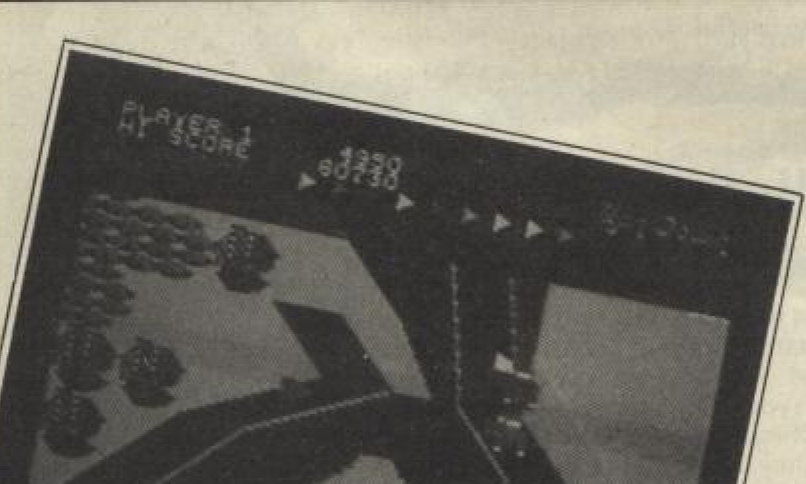
A long time ago in an eastern country far, far away a young prince seeks to inherit his fathers' throne. To prove his worthiness for his title he must pass a series of tests. For each test passed he will be given a lamp. Three lamps awarded and the kingdom is his reward.

That's the scenario for what is basically a very simple two stage game. Stage one consists of a 3D flying sequence. The prince is seated on a magic carpet and you must steer him through a series of sparkling gates. At first this is very easy, but at higher levels (there are 41 altogether) the course develops some very difficult twists and turns.

Once the magic carpet sequence has been successfully completed, you are presented with seven coloured gongs along the bottom of the screen. Hit one of these three times to call up a genie. He will puff on his pipe and several notes will appear and sound - the number varies from two on the first level up to a



Overall this is a very simple game with only two screens, and £10.99 is far too high a price to pay for some great tunes and little variation in gameplay. Although it gets increasingly difficult to fly your way through the twisting gates and remembering which gong to hit next, this game boils down to a 'Simon' game with an interlude.



Granny a split second away from another kill - but can she then get safely up the slope?

UP'N'DOWN

US Gold, £9.95 cass, £12.95 disk, joystick or keyboard

● **Jumping car, scrolling roads, amusing action**

This isn't a game for boys or girls, it's for grannies. If that sounds bad you couldn't be further from the truth because the granny in this game can jump more cars than Eddie Kidd and even crush them as well.

In your buggy car that looks like a Citroen 2CV (the corrugated iron one), you play granny who has to drive around a pattern of scrolling roadways coll-



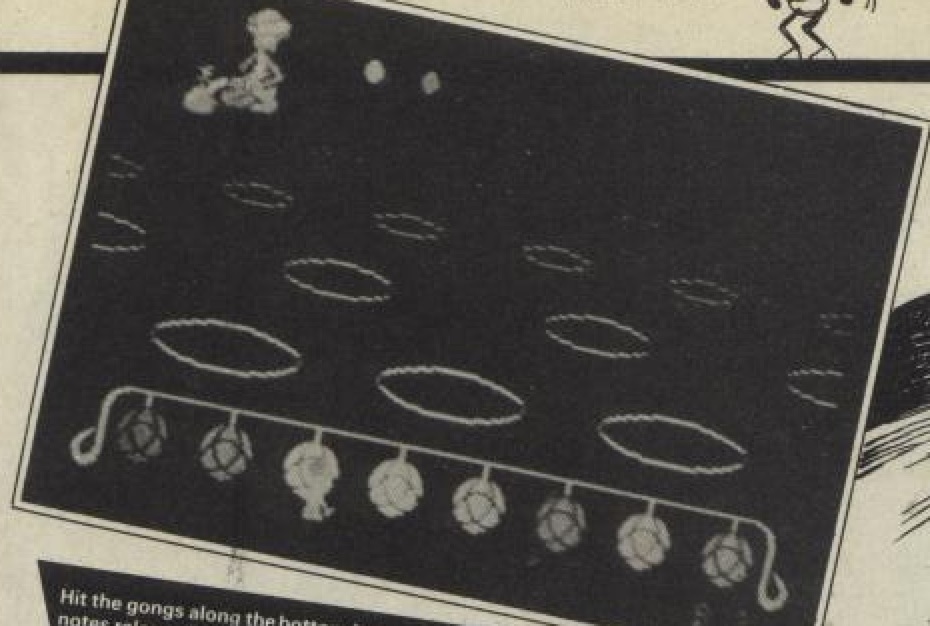
PRESENTATION	ORIGINALITY
73% Three game options, joystick or keyboard, 1 or 2 players.	65% Has elements of the game Burnin' Rubber
GRAPHICS	**HOOKABILITY**
61% Great little cars but little detail on the backgrounds.	70% Easy control and the fascinating task will hook you.
SOUND	**LASTABILITY**
60% Repetitive tune but quite enjoyable.	74% Plenty of variety and extra challenge at higher levels.
VALUE FOR MONEY	
71% The upper price range but well worth it.	



I was unimpressed with this game. The graphics were uninteresting (although the perspective in some cases wasn't bad), and the sound wasn't much better (it really did drag on). After playing this monotonous game for a while, it was the contents of my stomach that was going up 'n' down.

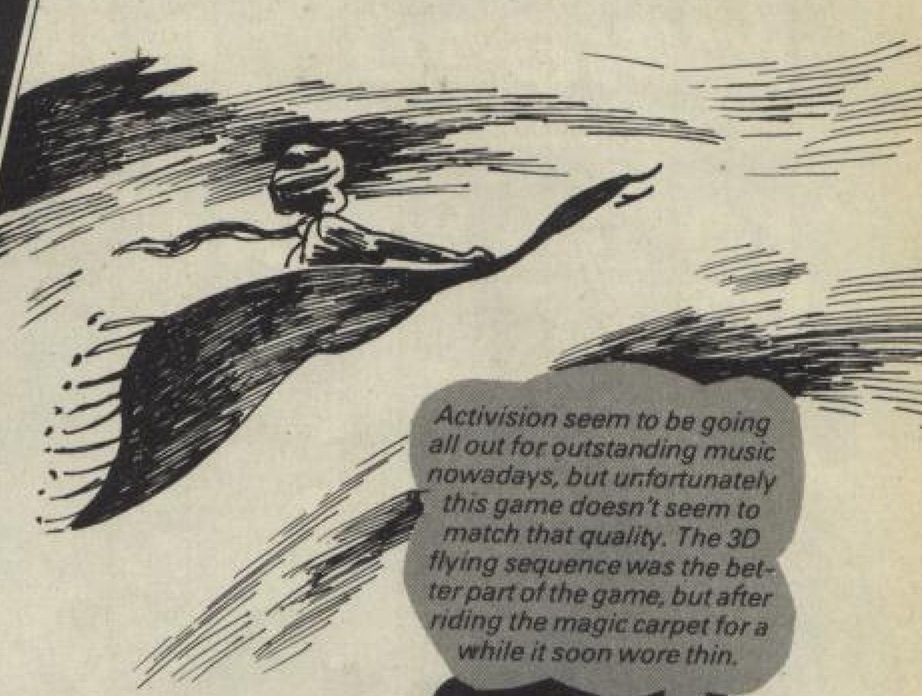






Hit the gongs along the bottom in the same order as the notes released by the genie at the top.

Rating	Score	Comment
PRESENTATION	77%	Activision's usual slick package with plenty of options.
ORIGINALITY	55%	Simon plus 3D Tunnel in new format.
GRAPHICS	68%	Nice flying carpet 3D sequence but not much else.
HOOKABILITY	67%	Very playable carpet flight.
SOUND	94%	Wonderful variety of original catchy tunes.
LASTABILITY	55%	Plenty of levels, but not much variety.
VALUE FOR MONEY	58%	Our reviewers disagreed strongly on this one - try before you buy!



Activision seem to be going all out for outstanding music nowadays, but unfortunately this game doesn't seem to match that quality. The 3D flying sequence was the better part of the game, but after riding the magic carpet for a while it soon wore thin.



virtually impossible 12.

When all the notes have rung they start to advance towards you. Rush around hitting the correct gongs to destroy the notes before they touch you. If you succeed you will be rewarded with a section of one of the three lamps, and you can than embark on another flight on the magic carpet.

JR



This odd sort of arcade game has many addictive qualities. Although not having stunning graphics, excellent sound or realism I found myself constantly returning to see if I could improve my time and score. If you have £10 to spend you could buy a lot worse than this

ecting coloured flags. Nothing to it until you find that the roads are only one lane wide and all the traffic is trying to ram you so that you have to jump your car to avoid or crush them.

The streets zig-zag about the screen, occasionally going up or down hills and over chasms, through a scenery of mountains, lakes, rivers and woods.

There are ten flags to collect on each stage and they appear in the same places each time.

Jumping for Joy

Jumping is your most vital tactic and you need to get the hang of techniques for particular situations. Watch out for corners since you can't turn in mid-air and you'll leap into thin air and a crash landing.

Jumping up hills is also a dangerous occupation since the nasty drivers may appear in awkward sequences, so wait until the last moment before going in case you have to clear two or three at once. Flags on slopes are also a problem since you can jump over them and they are hard to get back to.

Last but most importantly, never jump off a downslope since it sends you hurtling through the air to certain death.

However on the different levels the layout changes (although some sections and flag positions may still be recognisable). Other objects including ice creams and balloons are lying around the course and running over them gets you bonus points.

There are three levels of play and on the easiest there is little to get in your way, but it will take a while to determine the route to each flag. Also appearing on the roads are a variety of vehicles ranging from slow moving cars like yours to fast moving tankers and lorries. All of these have to be jumped over or crushed for points by landing on them.

You have to be careful though since on the ground collisions are fatal and landing off the road also writes you off. You can jump gaps if you time things right and to get fast finishing times and the subsequent bonus you need to really cover the ground.

You can go backwards if in desperate trouble but it leaves you vulnerable since you can't jump. You are also hindered by rolling back down hills if you haven't got up enough speed and on later stages the flags appear on moving trollies which you have to crush.

Following the roads is just a matter of pushing left or right at junctions while joystick forward and back controls acceleration and decelaration and the fire button makes you jump.

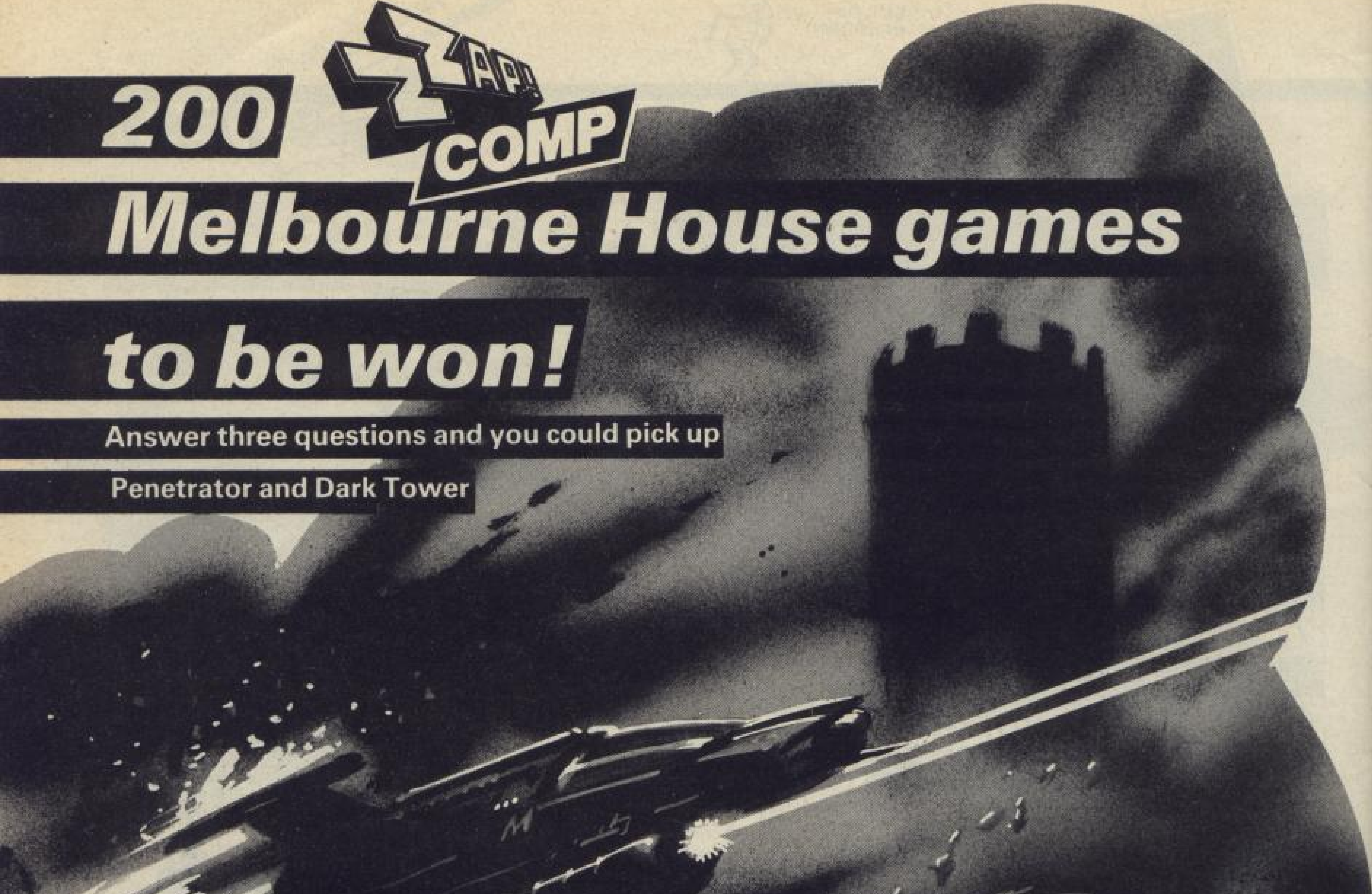
One helpful thing is that you can also control the car during the jumps to avoid suicidal leaps. The music that burbles along during the game is repetitive but curiously it still adds an absorption factor to the game and doesn't annoy.

BW



I thoroughly enjoyed this absorbing game, particularly the need for constant attention and fast reactions. The gradual variance in the routes and the increasing volume of traffic makes the game get harder and more interesting as new challenges appear. The game has a high frustration and addictiveness factor with you having to retrace all the way through a route to a flag if you miss it the first time round.

200 ZZAP! COMP Melbourne House games to be won!



Answer three questions and you could pick up Penetrator and Dark Tower

Here's a really easy way to get some free games. Melbourne House, renowned for high-quality programs like *The Hobbit* and *Sherlock*, have bestowed on us 100 copies of each of their two new releases to give away to Zzap readers!

Melbourne House are one of the leading software houses and have produced a string of great titles. Recently they've come to be associated mainly with adventures, but their latest releases mark a return to the arcade market.

Penetrator is a conversion to the 64 of their classic *Scramble* game which sold in huge numbers on the Spectrum. *Dark Tower* is a 28-screen platform game starring a certain Prince Harry who's been converted to a mutant. Both games are reviewed in this issue.

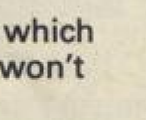
All you have to do to enter the competition is answer the questions below, which relate to the characters in Melbourne House's earlier games. However you won't need to play the games to know the answers.

1. Who is Sherlock's medical sidekick?
2. What is the name of the hero in the Hobbit?
3. Who's hungry and goes skiing?

Write the answers on the back of a stuck down envelope or postcard and include your own name and address. Your entry should reach us before the 15th of May when we will pick the 100 winners out of a hat. Each will receive copies of the two games Penetrator and Dark Tower. Only one entry per household is allowed.

Post your entry to: **Melbourne House competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.**

"DIFFICULT QUESTIONS, MAN!"




OFFICIALLY LICENSED FROM M.C.A.
AIRWOLF
Stringfellow Hawke, a former Vietnam chopper pilot is the only man in the free world trained to fly the billion-dollar helicopter AIRWOLF! You are Stringfellow Hawke . . .
Available now for Commodore 64
48K SPECTRUM £6.95
COMMODORE 64 £7.95
elite
Elite Systems Ltd., 55 Bradford Street, Walsall WS1 3QD.
Telephone: (0922) 611215. Telex 335622 SPETEL G. Attn: Elite
Every single Elite product carries the unique Elite Holograph Sticker.
Make sure your copy does – it is your guarantee of quality


ZZAP! 64
BRINGS THE WORLD OF COMMODORE 64 SOFTWARE RIGHT TO YOUR FINGERTIPS!
Retailers don't always have everything in stock you might want, but if it is within our power to get it for you, then we will. Any of the software reviewed in this or any issue of ZZAP! 64 can be ordered using the form below — in fact any available CBM 64 software that exists we will get for you.
ZZAP! 64 Mail Order is backed by the resources of Crash Mail Order (in association with the Spectrum magazine CRASH) which has been supplying more than 100,000 Spectrum users with mail order items for over 20 months, so you can be sure of the very best in service. Where possible, orders are despatched within 24 hours of receipt and certainly within 3 to 4 days unless otherwise notified.
There's no mail order catalogue involved — just use the prices quoted in the pages of ZZAP! 64 or the known retail price. If you have any queries just ring the number shown on the form and our staff will advise you. Anyone may take advantage of the discount coupons on the form which allow £1 off orders worth more than £20 and 50p off orders worth more than £10. Postage and packing is included in the price of the game.
Nothing could be simpler — fill in the form today and order whatever you like!



ZZAP! 64 MAIL ORDER FORM

Telephone Ludlow (0584) 5620.

Please send me the following titles: Block capitals please!

Title	Producer	Amount

All prices are as quoted under review headings or known retail prices and include VAT. ZZAP! 64 makes no charge for post or packing inside the UK. Customers in Europe should add the equivalent of 70p per item. Outside Europe: write first so that we may advise on postage rates.

Please make cheques or postal orders payable to **ZZAP! 64**

Sub Total: £

Less Discount £

Total Enclosed: £

Name..........................

Subscriber No. if applicable ☐☐☐☐☐☐☐

Address..........................

....

....

....

Postcode

....

SPECIAL DISCOUNTS

£1 OFF ANY ORDER WORTH MORE THAN £20

50p OFF ANY ORDER WORTH MORE THAN £10

Sorry – only ONE voucher per order!

ZZAP! 64 MAIL ORDER, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB

Please do not send any mail order correspondence to the Zzap! 64 editorial address as this will only result in delays.

OLIVER FREY

NEXT ZZAP! 64 MONTH





Astounding new games

As this issue of Zzap goes to press we've just had sight of some of the goodies we'll be reviewing next month. Some look AMAZING.

Imagine a version of *Pole Position* in which a split screen shows the view from TWO different cars which can try to bump each other off the road . . .

Imagine a new arcade adventure with a playing area of over 1,000 locations.

Imagine a range of high quality new games at stunningly low prices . . .

Imagine a set of tempting new sports simulations . . .

We'll be telling you about all of these next month. Not to mention *Blagger goes to Hollywood, the 64 Deus Ex Machina,* and the new batch of exciting US Gold titles. Plus every other new 64 game we can get our hands on.

Remember. Nobody does it better.

U.S. Goldmine

What's to be made of US Gold? Are they ruining the 64 games scene by taking over the British market? Or are they the most exciting event for gamesters yet?

Next month we bring you the complete lowdown on the company and the people behind it, revealing their motives, methods, and mysteries. US Gold are big, very big. You should know about them.

Mouthwatering prizes

Fancy an all expenses paid trip to Hollywood? Or a complete outfit of sportswear? Or a stack of exciting new games software?

We're planning to offer all these prizes in next month's range of unbeatable competitions. With so many goodies up for grabs, you'd be amazed at how high your chances are of scooping a slice of the action.

Don't miss out.

Not to mention..

- The first Zzap readers top 64 chart.
- Volume 2 of exquisite outpourings from the elegant quill pen of the White Wizard.
- A special Zzap one-off guaranteed to make you smile.
- Another massive pile of playing tips and a map of the perplexing *Psi Warrior*.
- More news and gossip about the 64 games scene than any other publication this side of Andromeda.

Health warning

The withdrawal symptoms caused by missing Zzap for a month are EXTREMELY painful. If you don't have the dough to take up the extraordinary subscription offer in this issue, why not fill in the form below and give it to your local newsagent? (You'd be doing us a favour too!)

Dear Newsagent,

I've been completely zzapped by the first issue of Zzap! 64. Please do all you can to make sure I can get a copy every month.

Many thanks

(Name) ....

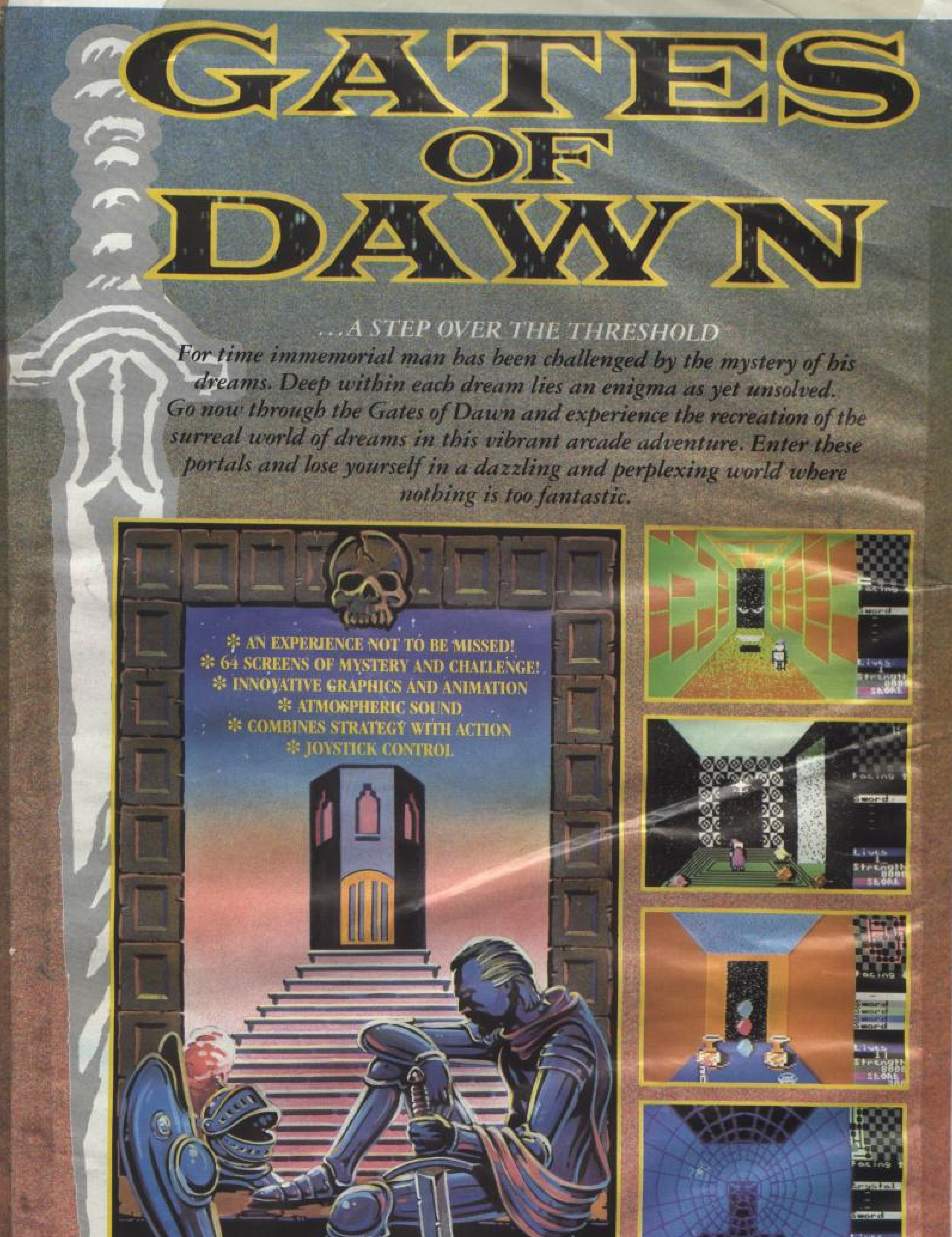
(Address) ....

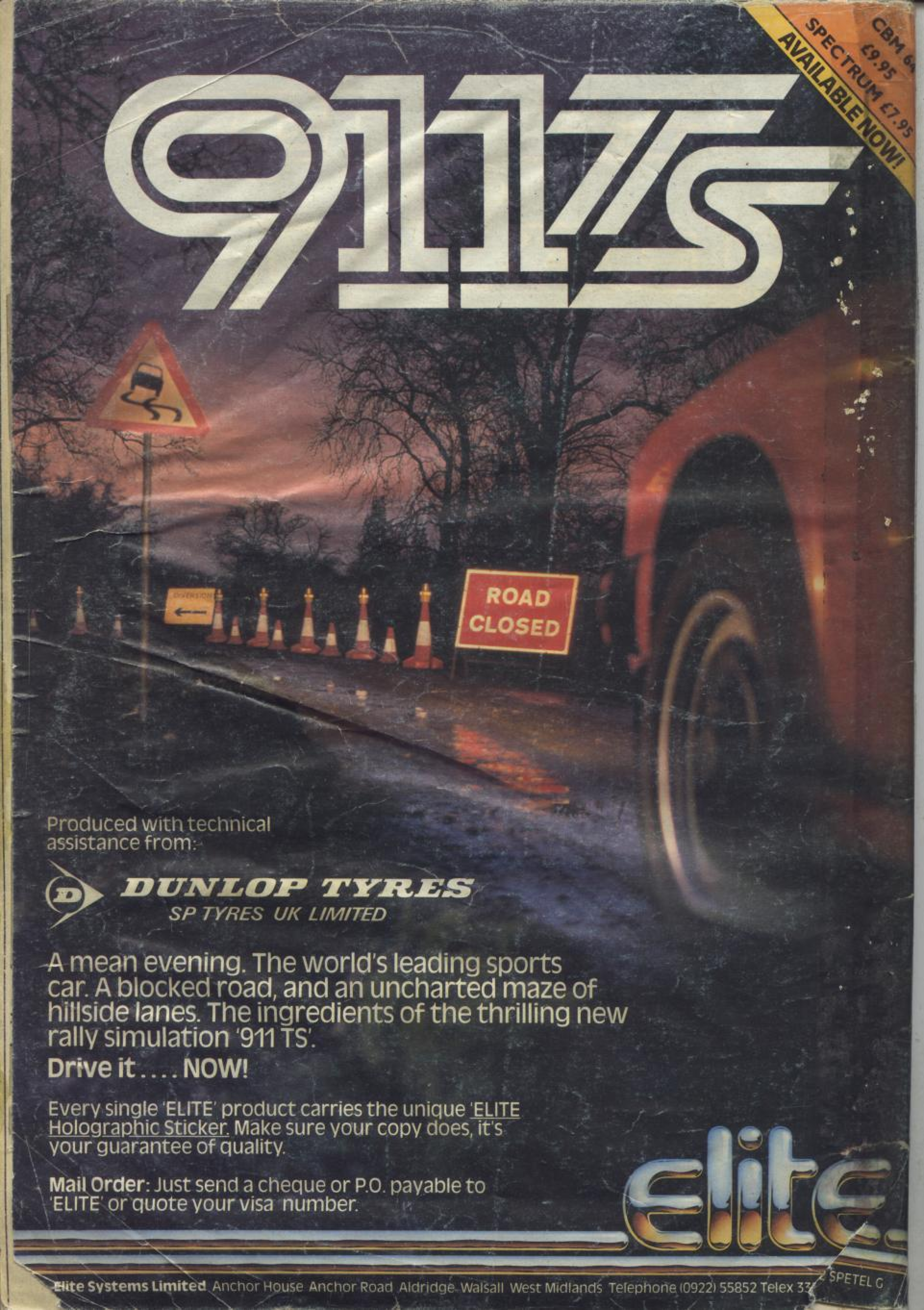
....

....

ADVERTISERS' INDEX




GATES OF DAWN
...A STEP OVER THE THRESHOLD
For time immemorial man has been challenged by the mystery of his dreams. Deep within each dream lies an enigma as yet unsolved. Go now through the Gates of Dawn and experience the recreation of the surreal world of dreams in this vibrant arcade adventure. Enter these portals and lose yourself in a dazzling and perplexing world where nothing is too fantastic.
* AN EXPERIENCE NOT TO BE MISSED!
* 64 SCREENS OF MYSTERY AND CHALLENGE!
* INNOVATIVE GRAPHICS AND ANIMATION
* ATMOSPHERIC SOUND
* COMBINES STRATEGY WITH ACTION
* JOYSTICK CONTROL
SO PREPARE YOURSELF FOR A SUBLIMINAL EXPERIENCE
Gates of Dawn is available for the Commodore 64
from all good software retail outlets from 15th April.
R.R.P. £8.95 CBM 64
Also available from Virgin Games Limited, 2-4 Vernon Yard, 119 Portobello Road, London W11 2DX. Telephone: 01-727 8070
Virgin



911TS
CBM 64 £9.95
SPECTRUM £7.95
AVAILABLE NOW!
DIVERSION
ROAD CLOSED
Produced with technical assistance from:
DUNLOP TYRES
SP TYRES UK LIMITED
A mean evening. The world's leading sports car. A blocked road, and an uncharted maze of hillside lanes. The ingredients of the thrilling new rally simulation '911 TS'.
Drive it . . . . NOW!
Every single 'ELITE' product carries the unique 'ELITE Holographic Sticker. Make sure your copy does, it's your guarantee of quality.
Mail Order: Just send a cheque or P.O. payable to 'ELITE' or quote your visa number.
elite
Elite Systems Limited Anchor House Anchor Road Aldridge Walsall West Midlands Telephone (0922) 55852 Telex 33
SPETEL G